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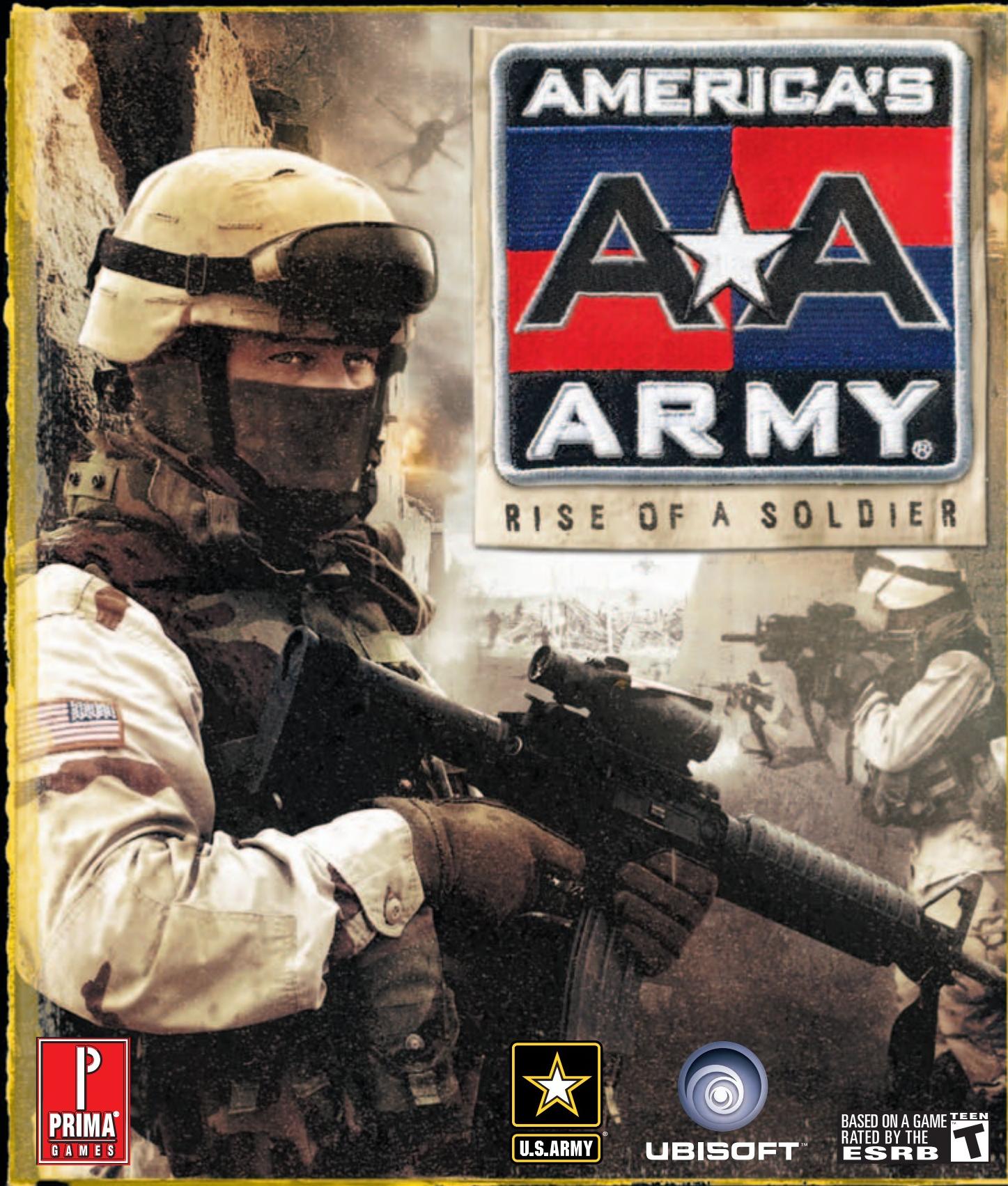
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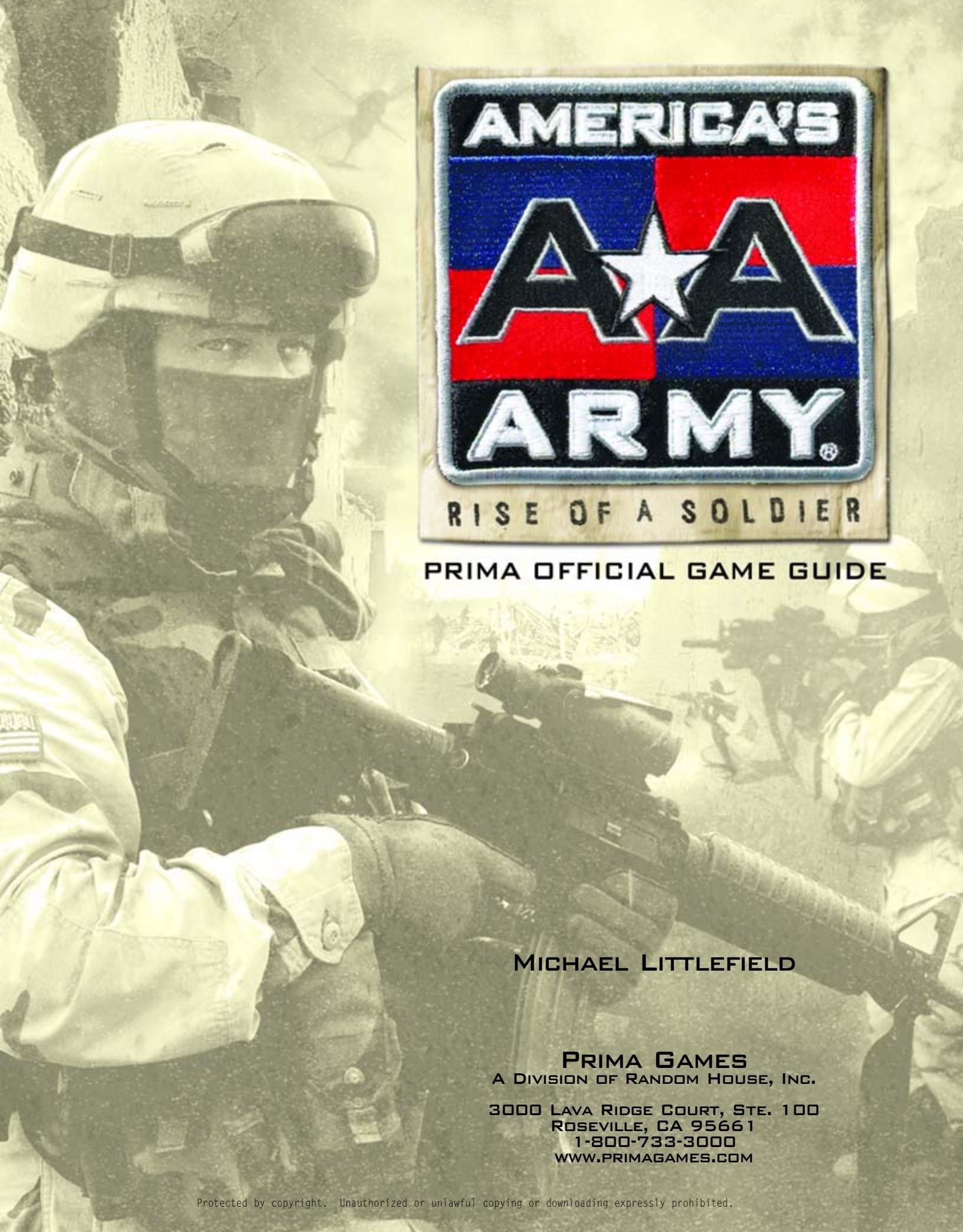
THE OFFICIAL U.S. ARMY GAME[®]



RISE OF A SOLDIER



BASED ON A GAME TEEN
RATED BY THE
ESRB



AMERICA'S



RISE OF A SOLDIER

PRIMA OFFICIAL GAME GUIDE

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CHAPTER 1:
THE BEST
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THE BEST ARMY IN THE WORLD

On July 4, 2002, a new type of game surfaced for the PC community. *America's Army: Operations* and the subsequent release *America's Army: Special Forces* was developed by the U.S. Army®, the world's premier land force. The games were immensely popular, reaching over six million registered users to date. In addition, *America's Army* reached critical acclaim, cited by the March 2004 issue of Computer Gaming World as "one of the best, if not the best tactical sim to grace the computer."

In December 2003, the U.S. Army and Ubisoft® entered into an unprecedented agreement. Ubisoft was to develop and publish a line of console games to carry on the tradition of quality and realism of the *America's Army* franchise. Following the success of the *Tom Clancy* series of games, Ubisoft leveraged their development expertise and worked closely with the U.S. Army's elite Special Forces group to design the most realistic military game ever to grace the consoles. The result is *America's Army: Rise of a Soldier*, a game that allows the player to walk in the shoes of a real U.S. Army soldier—from basic training to elite Special Forces.



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★ BOOT CAMP BASICS

Welcome to boot camp, Soldier! Here you familiarize yourself with the proper conduct of a soldier during peacetime and when under fire. The tips and tactics you learn here will help save your life and the lives of the men you will one day command.

★ MOVEMENT



There are a few different ways to maneuver through the different areas. The way you move depends on the environment, enemy presence, and time constraints. You must decide how best to move when a situation arises. The four different modes of traveling are depicted in the screen's bottom-left corner: walking, running, duck walking, and prone crawling.

★ WALKING

You spend most of your time walking. This allows you to travel at a decent pace without overexerting yourself. If you get close to an enemy position, however, you must quickly get closer to the ground.

★ RUNNING

Sometimes it is important to move a little quicker than just a walk. It is always important to keep up with your team if you want to succeed and live. Using the run option will help you get to a location faster. Also use the run option to get out of dangerous areas and into cover from hostile fire.

★ DUCK WALKING

When you need to get low but want to move at a decent pace, use the crouch position. As you creep along, your body stays closer to the ground, making you a harder target to hit—but you also move at a slower pace. Some areas are only high enough to duck walk through.

★ PRONE CRAWLING

In the prone crawl position, your belly is on the ground, making it extremely difficult for enemies to hit you. However, it also makes it difficult for you to maneuver, and you move slowly. Use this position when you are taking fire and need to change locations.

★ FIGHTING

★ STANCES



As you fight the enemy, you can fire from three different stances: standing, crouching, and prone. The standing position is the quickest to get into after walking, but it is hard to steady your aim. You are also easier for your enemies to spot and shoot at.

In the crouch stance, you kneel on the ground. This stance gives you more cover, making you a harder target to hit. You also have better aim with your weapon when crouching, making it easier for you to hit your target.

In the prone position, you lie facedown with your belly on the ground. This stance gives you the most protection because it makes you very difficult to hit. It also gives you better control of your weapon. The prone position allows you to use your weapon's bipod (if it has one), giving you a more steady and accurate shot.

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★ SHOOTING ★



Shooting is a vital part of succeeding in missions and staying alive. Through the course of your Army life, you fight off more enemies than you can imagine.

Fire your weapon by pulling the right trigger button. This fires your gun, but your aim won't be the best. To get a better lock on your target, use the left trigger button to bring up your sights, then fire your gun. This zooms in on your target, giving you better aim.

Your stance when firing your weapon directly affects how you shoot. Lying prone gives you greater accuracy than standing. And if a weapon has a bipod, activate it for even more stability.

Also affecting your aim is the Combat Effectiveness Meter (CEM), which is located in the screen's bottom left and is depicted with vertical bars. The more bars you have filled, the better you are at firing your weapon. Being healthy and closer to the ground gives you a higher CEM. Taking enemy fire lowers your CEM and makes it more difficult for you to hit a target.



★ COMPASS ★

The compass (located in your screen's bottom right) is a vital tool in your success. It helps keep you and your men safe and directs you where to go. Check your compass for green dots to see where your fellow soldiers are located. The green star is your pointman, or Fire Team Leader when you are playing the infantry roles. The yellow star is your current waypoint. When the compass and green star begin to flash, this indicates you are AWOL, or out of position. Red dots indicate enemy locations and indicate where you must focus your attention. The compass will also display a white cross to indicate wounded teammates—when the white cross is flashing, that teammate is incapacitated. Move to the wounded team member to provide first aid, and bring him back into the action. Little squares indicate Objective locations out in the field, where you can send your men. When you aren't sure what to do or where to go, check your compass for the answers.

★ SAM (SITUATIONAL AWARENESS MAP) ★

The Situational Awareness Map (SAM) gives you a good look at the terrain. Not only does it show details of your surroundings, such as buildings and rivers, but it also shows where you are and where your objectives might be. You can use the SAM to see the whole map you are in or you get a close up view of your location. The SAM can also be used to see the different floors of a building to better direct you where you need to go.

★ ACTIONS ★

At certain times during missions, you must perform an action such as planting C4 explosives or extracting data from computer systems. When the time comes, stand next to the object you want to work with and an icon appears at your screen's bottom. When it appears, press and hold the Action button, and a status bar moves over the Folder icon. After the status bar fills up, the action is complete and you can release the button.

★ CONTROLLING TROOPS ★

After you prove yourself as a soldier, you are given command of other soldiers. These men trust you with their lives, so it is important that you know what you are doing. Command your soldiers by pressing the Command button and selecting what you want them to do. You can command your men to per-



form four different actions (these actions might not be available all the time).

The first option is commanding your troops to move. Look around the environment for a waypoint to which you can send your men. These command waypoints appear as glowing yellow columns in the 3D world. After you locate the desired waypoint, select the top icon from the Command menu, which gets your troops moving.



The icon to the left of the screen in the Command menu is the Fire option. Aim at a target you want your men to fire at, then select the Fire option. Your men fire wherever you aim when you choose this option, so make sure you're looking the right way.

To the right of the screen is a similar option—the grenade launcher. Aim at a target, then select this option to have one of your men launch a grenade.

The last option from the Command menu is at the screen's bottom. The bottom icon on the screen, controlling the squad, is made available when there are specific tasks that your men need to accomplish. Wait until you hear orders for something specific that your men need to do, such as sending your squad into a building; then select this icon to have your squad carry out the orders.

MILITARY RANK

Military ranks are assigned according to your overall experience. The more you play and the better you do, the more experience you gain, leading you to a higher rank. These ranks indicate how far you've come in the game; in multiplayer, they show other soldiers your experience level. Soldiers with less experience might be more inclined to listen to your advice when they see how high-ranking you are.

SKILLS



As you progress through the different Army roles, you gain more and more skill points. After each successful mission, you can put these points into different skills you wish to learn. There are seven different skills you can invest in; each one has 10 levels to learn. Each new skill level requires increasingly more skill points, so invest your points wisely.

If you want to be a leader on the battlefield, then invest a significant amount of points into leadership. But if you want to be a medic and have a greater ability to heal people and yourself in combat, then invest more points into lifesaving. Read each skill carefully and decide which one you want to do.

Keep in mind that you will only receive enough skill points to max out two skills—for example, you could have two skills very high and all others very low, or you can spread the points out among all skills but never achieve a high level on any single one.

LEADERSHIP

BONUSES

Inspiration: Your soldiers are resilient to shock, but leader's death has big impact.

Confidence: Your men press on, less affected by wounds.

Steady Fire: Your men are steady under fire; accuracy is less disturbed.

Disciplined: Your men maintain vigilance; they are more likely to acquire targets.

EXTRAORDINARY SUCCESS ACTION

Team Motivation: Temporary surge in combat effectiveness.

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★ OBSERVATION ★

BONUSES

Acquisition: You are more likely to acquire targets.

Combat Intuition: A heightened alertness allows you to sense approaching enemies.

EXTRAORDINARY SUCCESS ACTION

Tactical Intuition: A concealed or unnoticed enemy may suddenly become visible.

★ MARKSMANSHIP ★

BONUSES

Steadiness: When sighting with a rifle, your initial aim is closer to the target.

Concentration: Your breathing and grip is more controlled, steadyng your aim.

EXTRAORDINARY SUCCESS ACTION

Critical Hit: Your accurate shot placement stuns and shocks your opponent.

★ STEALTH ★

BONUSES

Camouflage: Enemies have difficulties acquiring you.

Silent Movement: You are quieter and less likely to be heard.

EXTRAORDINARY SUCCESS ACTION

Silent Shot: A shot may go undetected by the enemy.

★ HONOR ★

BONUSES

Battle Reflexes: You suffer less effects from an enemy grenade.

Commitment: You are capable of pressing on after the death of a comrade.

Bravery: You are less affected by enemy suppressive fire.

EXTRAORDINARY SUCCESS ACTION

Battle Calm: Effectiveness remains strong despite the shock and disorientation of combat.

★ CONDITIONING ★

BONUSES

Hardiness: Movement and combat effectiveness are less affected by wounds.

Revivability: You are more likely to survive a significant wound.

Wound Resistance: You can survive longer without medical treatment.

Expert Throw: You are able to throw grenades a greater distance.

EXTRAORDINARY SUCCESS ACTION

Adrenaline Boost: You are more likely to overcome the loss of blood and press on with the mission.

★ LIFESAVING ★

BONUSES

Bandage Supply: Because of your training, you carry more medical equipment.

Treatment: Your first aid is more effective, allowing soldiers to overcome wounds.

Diagnosis: You are able to perform first aid more quickly.

Resuscitation: You are better able to resuscitate incapacitated teammates.

EXTRAORDINARY SUCCESS ACTION

Extraordinary Healing: Minor surgical procedures restore lost health.

★ ROLES ★

Throughout the game, there are seven major roles you must familiarize yourself with. To fully understand each role, you must successfully complete the five missions contained in each role. After you complete all 35 missions, you can consider yourself the best of the best and be ready for any wartime event. But if you ever need more training, you can always retry any of the missions. Practice makes perfect, and you want to be perfect when it comes to fighting your enemies out in the field—any mistakes can mean the life of a teammate or even your own.



★ RIFLEMAN



Rifleman is the first role you can experiment with. You begin as a part of the best Army in the world. You complete the most basic training, where you learn simple aspects of gameplay, including weapon use and movement skills. These first few missions give you a good foundation of knowledge on which to build more advanced skills.

★ GRENADIER



The grenadier role is slightly more advanced than the rifleman. This role, and its corresponding missions, require you to use the 203 grenade launcher, which attaches to your normal gun. Use the grenade launcher to take down groups of enemies or larger targets. This weapon is not easy to operate or aim correctly, so do well in your weapon training so you can succeed in battle.

★ AUTOMATIC RIFLEMAN



While playing the automatic rifleman role, you use the 249 SAW. This is a heavy-powered weapon designed to suppress attackers and provide cover and support for your team members. The SAW is a heavy and unwieldy weapon that is not easy to maneuver. Fire in short bursts and keep an eye on the CEM—it goes down quickly when you fire continuously. When you fire in short bursts, the CEM has time to recover, thus improving your accuracy to a greater extent. To fire accurately at your target, you must lie prone and set up your weapon's bipod, which steadies your shot. Every time you move, you must set your weapon on the ground again to get the most accurate shot. The 249 SAW and the automatic rifleman role take some getting used to, so get all the extra training you can.

★ SNIPER



The sniper is used for long-distance combat and stealth. An effective sniper is never seen and never detected. They get the job done with little to no risk to themselves. The sniper role and its missions require you to engage enemy targets at a distance, provide support cover, and find the location of available targets. When snipers do fight, they use the sniper rifles and pistols as their weapons for long- and short-range fighting.

★ FIRE TEAM LEADER (RANGER)



After you gain experience with the game's multiple weapons, it's time to take control of a squad of soldiers and lead them into the field as a fire team leader. Your men listen to your commands, so their lives are in your hands. Scout the area and look at your compass to see where to send your troops; you must know how to have them engage the enemy on the battlefield. Your success is measured on how well you do, whether you accomplish the mission, and how well you command your team.

★ SPECIAL FORCES WEAPONS SERGEANT



After fire team leader, you move higher up the ranks to special forces weapons sergeant. You now have all the weapons and leadership experience, so move on to more advanced field operations. This includes working with indigenous forces in hostile areas to help you complete your missions. These missions are more difficult and require you to work well with the locals who help you fight. As a bonus to being a special forces weapons sergeant, you can modify your M4A1 for your specific gameplay.

★ SPECIAL FORCES OPERATIONS SERGEANT



The last of the Army roles is the special forces operations sergeant. This role has the toughest missions for only the hardest of soldiers. Luckily you have had plenty of practice using all the weapons, controlling squads of your troops, and working alongside the friendly locals of area hotspots. Use all your training and experience to complete the job and return home safely with your men.

NOTE

In specific missions, Fire Team Leaders and Special Forces operatives can employ the use of Airstrikes and Mortar Strikes on enemies using the binoculars. To employ this fire support, select the binoculars from your Inventory menu. An icon showing either a helicopter or mortars will appear—press and hold the action button to activate the strike. The air and mortar strikes are not unlimited, so use them wisely.

NOTE

To see real Army Soldiers undergo Basic Combat Training, go to www.goarmy.com.

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WEAPONS AND EQUIPMENT

Part of being in the best military in the world is having some of the best weapons in the world. The Army spares no expense in getting you the firepower you need to do your job and to help you stay alive. You must find out which weapon you feel comfortable using and figure out the best instances to use it.



PRIMARY WEAPONS



The primary weapons are the ones you use most of the time. They are the most powerful and most effective and are designed to help you get through each mission.



M16



Fire modes: Semiautomatic/three-round burst
Effective range: 550 m
Rate of fire: 800 RPM
Reload time: 4.9 seconds
Ammo: 5.56 mm ball
Magazine capacity: 30 rounds
Weight: 8.79 lb. (loaded)

The M16 is the standard-issue rifle for the United States Army, so get familiar with it. It can fire either single shots or three-round bursts. Use the single-shot option for long-range targets and use burst shots for enemies who are close up (such as in urban settings).



M203 GRENADE LAUNCHER



Fire modes: Single shot
Effective range: 350 m
Rate of fire: N/A
Reload time: 3.3 seconds
Ammo: 40 mm grenade
Magazine capacity: 6 rounds
Weight: 3.5 lb. (loaded)

The M203 grenade launcher attaches under your weapon so you can quickly switch from firing normal bullets to firing grenades. Fire your grenades over a long distance to do some major damage and help suppress enemy fire. You must reload after you fire each grenade, so make every shot count.



M249 SAW



Fire modes: Full auto
Effective range: 0-1,000 m
Rate of fire: 850 RPM
Reload time: 9.9 seconds
Ammo: 5.56 mm ball
Magazine capacity: 200 rounds
Weight: 15.16 lb. (loaded)

The M249 SAW is a high-powered weapon designed to cut through your enemies. Use this weapon when you



have to suppress enemies so other team members can get into better positions without fear of getting hit. While the SAW is extremely powerful, it does have its downsides. To use it effectively, you must deploy the bipod, and that means you have to be close to the ground (such as in the prone position). It also has the slowest reload time, so make sure you are out of harm's way when you reload.

★ M24 SNIPER RIFLE ★



Fire modes: Single shot
Effective range: 800 m
Rate of fire: N/A
Reload time: N/A
Ammo: 7.62 x 51 mm
Magazine capacity: 5-round internal mag
Weight: 14 lb. (loaded)

The M24 is one of the most commonly used sniper rifles. Snipers are used for surveillance and recon missions, so they usually stay as far away from enemies as possible. The sniper rifle and its powerful scope let the soldier zoom in on the action without getting too close. The M24 is perfect for getting long-range kills. The sniper rifle is not a good weapon for close combat, so snipers usually carry a pistol for close-range attacks.

★ M82 SNIPER RIFLE ★



Fire modes: Semiautomatic
Effective range: 1,800 m
Rate of fire: N/A
Reload time: 5.5 seconds
Ammo: .50 caliber ball
Magazine capacity: 10 rounds
Weight: 32 lb. (loaded)

The M82 is another popular sniper rifle because it is more powerful than other rifles. You can hit from farther away while delivering a more powerful punch. The downside is that because of its power, it has bad recoil. Make sure you are accurate with your first shot, because after you fire, your gun won't be pointing in the same direction.

★ M4A1 ★



Fire modes: Semiautomatic
Effective range: 500 m
Rate of fire: 700-900 RPM
Reload time: 4.9 seconds
Ammo: 5.56 mm ball
Magazine capacity: 30 rounds
Weight: 7.5 lb. (loaded)

This weapon is reserved for the best of the best, and that means members of Special Forces. This weapon combines the best of all the weapons into one design and is a perfect combination of firepower and compactness. It is highly customizable, so you can put together the best weapon for each mission.

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M4A1 MODIFICATIONS

MAIN RAIL

Iron sight: Front-sight post aligned with rear-sight aperture allows aiming.

ACOG 4x: 4-power scope, which assists in target acquisition.

M68 aimpoint: Scope with an illuminated dot for rapid target acquisition.

Reflex: Red dot holographic site that allows quick target acquisition.

BOTTOM RAIL

Harris bipod: Legs on front of weapon provide added stability.

M203A1: Grenade launcher that fires 40 mm explosive round.

BARREL

M4QD suppressor: Attached to front, reduces noise from weapon.

PATTERN

Forest: The M4 is painted black for camouflage in forest terrain.

Arctic: The M4 is painted white for camouflage in arctic terrain.

Desert: The M4 is painted tan for camouflage in desert terrain.

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It is important to modify your weapon to make it as effective as possible. A good combination for your M4 SOPMOD is the Suppressor + Harris Bipod + ACOG. This will make your M4 an accurate and deadly sniper rifle so you can get those far away targets, while still allowing for rapid target acquisition using the Focus feature and ACOG iron sight for aiming.

★ SECONDARY WEAPONS ★

Secondary weapons are mostly used under special circumstances. You don't use them all the time because your primary weapon is much better suited for the conditions you fight in.

★ M870 (SHOTGUN) ★

The M870 is an extremely powerful weapon and is great for close combat, especially when moving through buildings. Its range is short, so don't use it outside in open spaces. It is also slow to reload, so use it only in situations where you engage one enemy at a time. This shotgun also comes in handy when you need to breach locked doors.

★ M9 ★

The M9 is a handy weapon for a sniper. Since a sniper rifle is good only at long range, use the M9 to take down targets that get too close. While not the most impressive weapon on its own, it is good to have as a last resort if you run into trouble.



★ RPG (ROCKET PROPELLED GRENADE) ★



The RPG is a very powerful weapon. It is great for hitting long-range targets while doing massive damage. Just make sure your targets are far enough away or you will get hurt in the explosion.



★ FRAG GRENADE



The frag grenade is a very useful tool to quickly dispose of your enemies. After you throw this grenade, it blows up and damages or kills anything too close. It is great for clearing out rooms full of enemies.

★ STUN GRENADE



The stun grenade is helpful for clearing out rooms that have both hostile and nonhostile people inside. After you throw the stun grenade, it detonates and stuns anyone close by, rendering them harmless. You can then take out the enemy without fear of retaliation.

★ SMOKE GRENADE



Use the smoke grenade to conceal your movement. Toss this grenade into alleyways and rooms into which you want to move without the enemy seeing you. After the smoke releases, you can move to your desired location.

TIP

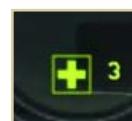
In multiplayer, when you see smoke deployed, fire into the smoke and you will often hit someone. Just because they cannot be seen does not mean they cannot be hit.

Conversely, always try to throw "decoy" smoke grenades so the enemy does not know which direction you are traveling.

★ EQUIPMENT

Along with your weapons, you also carry special equipment. This equipment can be just as vital to your success on a mission as the weapons themselves.

★ HEALTH PACKET



Health packets are extremely important during a mission. If you take a hit that warrants treatment and you have a health packet, a little First-Aid icon appears at the screen's bottom. Press and hold the Action button until the Health meter above the First-Aid icon fills up. After the Health meter fills, you can continue fighting without the worry of dying from your wound.

★ NIGHT VISION GOGGLES (NVG)



If you are on a night mission, you must use the NVG. The NVG gives you the ability to see in the dark so you can avoid trouble or attack unsuspecting enemies.

★ BINOCULARS



If you are not using the sniper rifle with a high-powered scope, binocs are a great way to see faraway enemies. The binocs are used to find enemy locations and to call in long-range air strikes. Make sure you are in a safe area when you use them, though, because you can't move when looking through them.



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★ RIFLEMAN



★ OBSTACLE COURSE

The obstacle course teaches you basics of movement and gives you a chance to improve your physical fitness.

OBJECTIVES

- None



THE OBSTACLE COURSE LOOKS LONG AND TREACHEROUS.

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You start the mission in front of Sgt. Saunders. He's the man you must talk to first before you do anything. Press the Action button to talk to him; after you follow the commands he gives you he tells you to chat with Sgt. Barlow, who is standing behind you to the left. Talk with him to learn about basic postures such as lean right, lean left, crouch, and prone. After you practice all the different positions, run to the right and talk to Sgt.

Cardona. He talks you through the course as you make a practice run.

Run through the first posts to get started. Keep to the course's center and between the white posts. The first tricky part you come to is called the Over/Under section. When the post is off the ground, you must go prone to crawl under it. When the post is on the ground, you must stand to move over it.



When the beam is raised off the ground, go under it.

Next, climb the wooden ladder by pushing forward on the analog stick until you reach the top. Run across the narrow beam, then turn around when you reach the platform's other side to go back down the ladder. Once down the ladder, run forward to climb the next few walls. When you reach the big wooden structure's top, turn around and move backward to climb down the ladder.



To save time in the obstacle course, jump from high platforms instead of slowly climbing down ladders.



Hurry and get up that big wooden structure.

After you get back to the ground, run to the pipe ahead. Crouch and work your way to the pipe's end. Stand back up and run across the balance beam that comes up next. The last obstacle on this course is the barbed-wire section. Get prone and crawl your way under the wire until you reach the end.

After you are familiar with the course, talk to Sgt. Simms at the course's start. This time you are timed, so be quick. Run through the first posts to start your time. If you don't get a good enough time, you must run the course over again. After you successfully complete the obstacle course and feel you don't need any more practice, speak to Sgt. Foley near the Humvee to leave the area and continue with your training.



Talk to Sgt. Foley in the back when you're done with your training.

★ M16 QUALIFICATION ★

The M16 qualification teaches you basic marksmanship and sighting and improves your Combat Effectiveness.

OBJECTIVES

- None



IT'S A NICE SUNNY DAY FOR SOME TARGET PRACTICE.

PFC Houser is there at target practice to greet you. It's time to show him what you can do with a fully loaded M16. Head to the right and talk to Sgt. Saunders; he checks you in and gives you your weapon and some ammo clips. Before you leave, you must show the good sergeant how to change your rate of fire by pressing the Fire Rate button. When you have your weapon, head to firing box number nine and talk to Sgt. Cerny.

After you speak to Sgt. Cerny, turn around and talk to Sgt. Walters a few times to get more ammo. Return to Sgt. Cerny where you are instructed to enter the box to the right and get into firing position. Press the Reload button to get your weapon ready for action. When you're loaded and ready, your first red target appears in the field in front of you. Press and hold the left trigger button to bring up your weapon sight. Use the analog buttons to move the sight over the target you want to shoot, then press the right trigger to fire your weapon. If you successfully hit the target, it drops down and another one appears elsewhere in the field.



There's Sgt. Cerny, who helps you practice shooting.

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NOTE

If you run low on ammo, talk to Sgt. Walters near the fence to get more. Take as much as you need.



After you learn all you can from Sgt. Cerny, it's time for some advanced training. Head to Sgt. Cardona, who is right next to another firing box. After you talk to this sergeant and get into firing position, you learn that when firing at an enemy, always aim for the part with the most area (like the body) to increase your likelihood of a hit. That means no headshots. While at this station, you also learn about acquiring enemy targets; they show up on your compass as red dots. After you follow his advice and hit a few more targets, move on.



Scan the hills for a target first.

After you find your target, bring up your sight and fire away.



Now it's time to qualify as a marksman, so speak to Sgt. Dowd at the target range's other end. After you talk to him, step into the firing position to the left. For the exercise's first part, you shoot

while standing up; to qualify for marksman, you must hit 23 out of 40 targets.

Before you begin, make sure that you have plenty of ammo—at least two clips' worth. Keep your eyes out on the field, and when a target appears, bring up your sight to get a better shot on it. After you hit the target, lower your sight to get a better look at the field and to find your next target. Repeat your shooting practice until Sgt. Dowd says you made it. After you qualify for marksman, go speak to Sgt. Foley (standing behind your starting location) to end this part of your training.



There's Foley again, standing near the starting location.

TIP

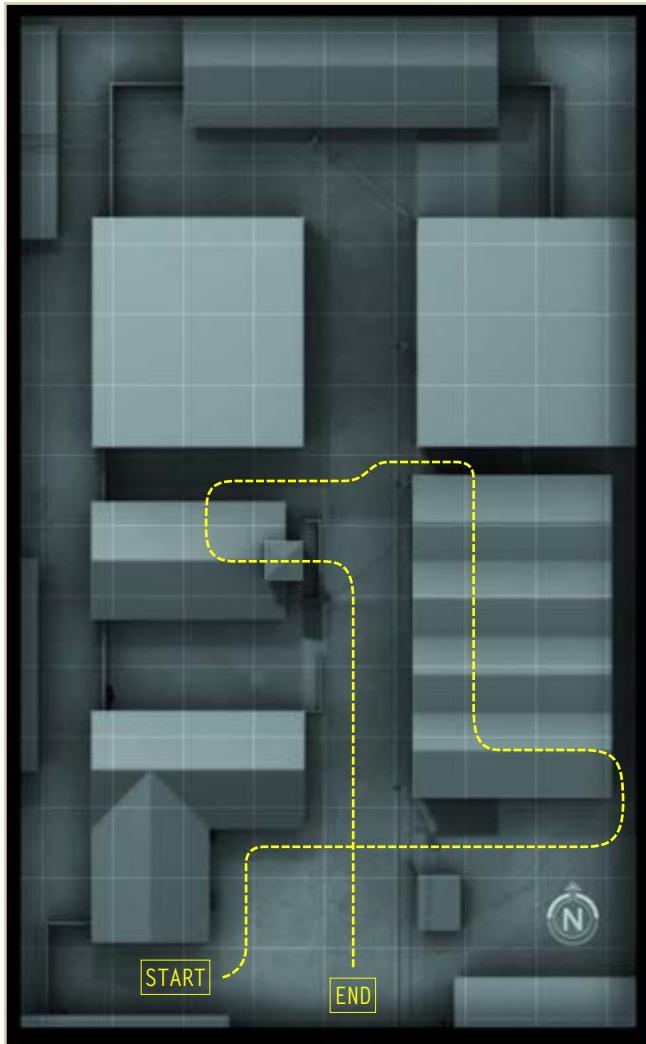
It can be very difficult to get a good shot on faraway targets. Don't be afraid to fire a few bullets in order to get a hit.





★ MOUT QUALIFICATION ★

In this exercise, you move with your squad and follow orders in a simulated urban environment.



OBJECTIVES

- None



THIS DARK URBAN SETTING LOOKS TOUGH!

It's time to get some training in an urban setting, because those terrorists will attack you from anywhere. To start your training, talk to Sgt. Philips, who is at the end of the dark alley in front of you. Now you learn how to move and fight as a cohesive unit with a squad of other soldiers. This squad of soldiers is called a "fire team."



After Sgt. Philips gives you the rundown on how these groups operate, follow him to the courtyard. When you and Sgt. Philips reach the courtyard, you're frozen in place while your squad leader moves ahead to the left. When your squad leader gets to the edge of the building, a yellow star appears next to him showing you where you need to be. You also hear that you are putting the mission in jeopardy by not going where you need to go. Run forward as soon as you are unfrozen and stand next to your squad leader. After that you can follow him back to Sgt. Phillips. This just shows you that, to be successful, you must keep up with your leader. When Phillips returns, you learn more information

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about troop movement and their relationship to your compass. Two soldiers head around the corner to scout; you are alerted when they spot any enemies.



Look at your situational awareness map (SAM) to get a visual on where enemies and your teammates are located.

After those soldiers return, Sgt. Philips gives you more information about target acquisition. During this time, you get a chance to see moving targets, prone targets, and civilian nontargets. After you learn about targets, you learn about healing. To the right, Pvt. Vincent has been wounded. Run over to him and press the Action button to heal him. After you heal him, you get injured and must heal yourself the same way.

After you are healed, you are directed to set up position against the wall to the left. Follow your squad and get in position. As one squad watches the alley, you must follow Pvt. Roy to the wall on the alley's other side, where you set up your defense so the other squad can cross. This technique is called "bounding." After everyone is safely across, follow Sgt. Philips along the building. When he stops to cover the window, head around the corner and use the Action button to open the door.



Cover your team as they bound across the alley.

When the door is open, follow your squad inside and set up a defensive perimeter with your squad until Sgt. Philips gives you further instructions. Follow your squad as they head into the next room. There you receive instructions to retrieve the documents from the table (use the Action button). After you have the documents, move to the right of Pvt. Roy, your squad leader. Follow Pvt. Roy into the next room; set up cover here for the rest of your team. When the rest of the guys reach the room, they

cover the exit door, which you must open for them.

After you exit the door, you see a church to the left across the road. Form up behind Roy, who's standing against the wall across from the door. After everyone is gathered, you are ordered to return back to Philips. Run along the road and follow the gold stars.



After Sgt. Philips finishes his instructions, speak to Sgt. Hart, who is in black and standing next to the gate. He gives you an exercise where you must take the church you saw earlier, then hold off enemy combatants. Sgt. Hart leads this training exercise, so stay close to him until you are directed to move to the far wall with your squad. After a fellow soldier smokes the alleyway next to the wall, move with the rest of your team across the road.

When the other team of soldiers reaches your position, move to the building's corner with your group. Go around the corner and open the door. You're the point man, so rush through the door and move to the yellow star in the room. Follow Pvt. Roy through the building and up the ladder in the back. When you reach the second floor, crouch to the left of the window in front of you. Enemy units appear on the ground below. Ease your way out to the right until you see them. Bring up your sight and shoot them when you get a good shot. Eventually the group of enemies ducks behind a fence below you. Stay close to cover, exposing yourself only to take a shot at them. When the last of the enemy group is down, Bravo company moves in below to secure the area.



From the window upstairs, you can pick off your enemies.



Eventually Pvt. Roy gives the order to move out. Head down the ladder and follow your squad to a door leading to the alley. Open the door, then follow your leader across the alley to the church. Follow your team inside, then head up the ladder to the bell tower's left. Crouch and then look out the windows around the sides. Stay close to the window's sides as you look out to find a target. Bring up your sight and fire. Move from window to window, taking out any enemies you see on the ground. Be careful of enemies shooting from the alley down to the left, and always use the side of the windows as cover.



Be careful of the enemies to the bell tower's left; they try to shoot you when you're not looking.

After the last enemy drops to the ground, the mission is complete. Climb down the ladder and follow your squad back to the starting area. After you finish the mission, talk to Sgt. Lovglen, who is standing next to the gate.

★ NATIONAL TUNNEL. ★

En route to your first posting, a disaster occurs while in the National Tunnel.

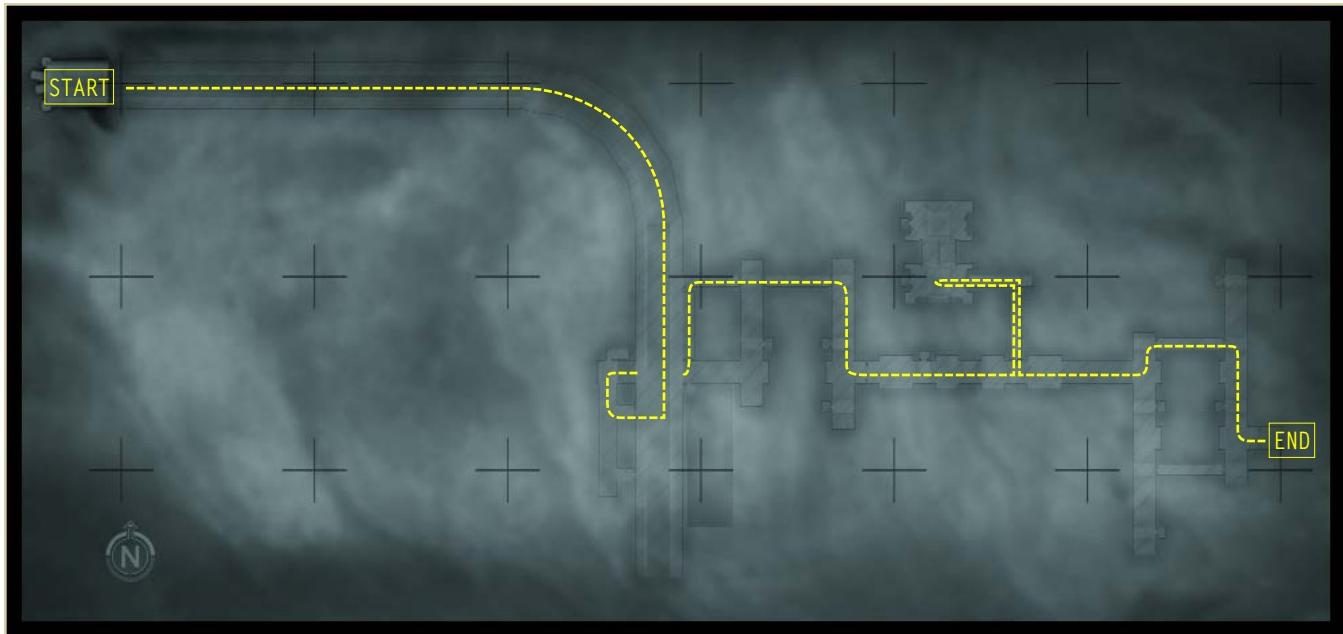
BRIEFING

Welcome to your first deployment. I know you are all a little nervous with the tensions so high around here after the elections. We've been ordered in to maintain a visible presence until the transfer of power is complete. The locals on both sides may be a bit put off by all us foreigners roaming the street, but luckily it hasn't come to violence yet.

Our area of operation for maintaining the peace is Old Town, located about 20 clicks west of the capital. Old Town has traditionally supported the former dictator, so you can expect the locals to be a little belligerent toward us. Just remember your training and you'll do fine.

OBJECTIVES

- Protect the convoy



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★ DEPLOY! ★

The blast separated teams in the convoy, so you must get everyone back together. Follow Sgt. Beadle as he heads toward the fiery debris. It's not long before you see enemy units approaching through the tunnel ahead. It's time to put your training to work. Use the overturned car in front of you as cover. Peek over and around the car to get your sights on your enemies and take your shots. If you hear one of your soldiers yell "frag," stay down low behind the car to avoid taking damage from the incoming grenade.

After you eliminate the threat, continue to follow Sgt. Beadle. Stay close to the right wall, because you encounter a new wave of enemy soldiers as you near the next set of wrecked cars. Stay low and use the wreckage as cover as you drop the enemy one by one. Stay down until the sergeant waves his men to continue down the tunnel. Follow Beadle to a car that has been turned on its side. Peek around the vehicle's right and drop any enemies you see.

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Use the wreckage in the tunnel as cover as you fight the bad guys.

After that last batch of bad guys is history, the sergeant gives the orders to keep moving. Walk along the left wall until you encounter more resistance. Crouch low to the right so you can back up your comrades fighting the new threat in the tunnel ahead. Head up the tunnel until you reach a wrecked yellow SUV. There are more troops ahead that are causing problems. Stand near the SUV's center so you are still protected. Peek around the vehicle to the left and shoot all the enemy targets that get in your sights.

PFC Stone runs ahead, so get ready to cover him. While he tries to open a door in the right tunnel wall, more enemies approach from the tunnel ahead. Shoot them before they can hurt anyone in the squad. When Stone opens the door, run inside the doorway but keep your gun ready for more action. Down the hallway to the left are more enemy troops. Lean out and pick them off until the immediate threat is gone. Wait for Sgt. Beadle to give the orders, then head down the right hallway and guard the door. Follow the sergeant and the troops as the rush down the tunnel stairs.



Provide some cover for your teammate while he tries to open the door.



Run along the sewer water until you find Sgt. Beadle again. Follow him as he makes his way into the building to the left. When he stops by the open doorway, he wants you to lean around the corner and take out the enemy RPK emplacements down the right hallway. Luckily those fools weren't looking in your direction, making them easy targets. Move down the hall to meet up with more friendly soldiers. At this point, your game is saved.

Continue to follow Beadle as he leads you through the place. When you hit sewer again, another firefight occurs. Use the doorway as cover as you lean out and blast the resistance. One of the enemy troops might try to hide in an alcove down the tunnel to the right. Move to the left wall in order to get a shot on him. Wait for a second wave of fighters to enter the scene behind the first, then put them down when they show their faces.



Get those guys so your friends can advance.

After you send these punks to an early grave, continue to follow Beadle. You don't get far before you spot an enemy behind a metal gate in the left wall. Drop him, then follow the sergeant into the next area. Get behind him when you encounter more enemies, and help him shoot them down as they appear at the hall's end. Continue down the hall, staying behind Sgt. Beadle and taking out any enemies you see.

Beadle leads you down a side passage. Run to the gold star at the end and look down the passage to the left. Use the doorway as cover as you shoot the

enemies in the distance. When the threat is gone, head into the next room where you rendezvous with more friendlies. You don't get time to celebrate, because you must follow Sgt. Beadle again.

Head back into the sewer area where you encounter trouble to the left. Stay close to the doorway and pick off your opponents before they shoot you. When a yellow star appears behind Sgt. Beadle, move up. Stay next to the wall behind him for cover as you shoot more enemies down the passageway.

Stay close to Beadle as he moves forward, stopping to shoot more enemies only when the sergeant does. Follow him as he breaks away from the squad down a side hallway and help him take down another terrorist around the next doorway. Follow PFC Houser into the sewer area and get behind some barrels to the left for cover. Use your M16 to drop the enemies at the other end. Follow Beadle to the next corner. Get prone and join Houser to cover your rear because some enemy units try to sneak up behind you. Don't worry about the other side of the passageway behind you, because your buddies have your back. Stay in that position until Sgt. Roy opens the gate nearby and you can get out of there.



Sgt. Beadle always seems to lead you into trouble.

Cover the passageway until Roy can open the gate nearby.



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★ OLD TOWN ★

You patrol through a neighborhood that is loyal to the deposed regime.

BRIEFING

Welcome to Old Town. When we drew this assignment to patrol Old Town, before the National Tunnel incident, it was tough duty. Now we're on the front line of this civil war. Everyone is a bit green, so we need to ramp up the learning curve and pay attention.

We will be moving out on our patrol soon. Our route will take us about a click west through Old Town. There is a curfew in effect, so the residents should be in their homes. Good chance anyone on the street is a loyalist, but we must avoid any civilian casualties. Be sure of your targets.

OBJECTIVES

- Eliminate the enemy presence
- Watch out for enemy snipers



OLD TOWN LOOKS LIKE A QUIET DUSTY LITTLE CITY.



But don't let your guard down, because the enemy won't go easy on you just because you're a rookie.

★ DEPLOY! ★

For this mission you're under the command of Sgt. Roy. He tells you what to do and where to go. Right now it's time to find Bravo. First, Roy and the rest of the squad head to the gate to your left. When they head into the alley, keep your gun trained down the alley's right side to cover their backs. If you do your job right, the coast is clear, and they make it to the building across the way without any enemy gunfire. When you hear the all clear, follow the rest of the team into the building. Sgt. Roy sets up near another doorway, so get behind him to cover his back.

With the area secure, follow your team out the door where they should take out a lone gunman. Stop at the stairs while you receive information about this mission, then let Sgt. Roy lead the way. Use the broken wall in front of you for cover and get your smoke grenade ready. When Sgt. Roy gives the order, toss the grenade in your enemies' direction.



Cover the alley so no enemies try to sneak up on you.



Instead of getting into a dangerous firefight, smoke your enemies so they can't see where you're going.



After you smoke the area, Sgt. Roy is ready to move on. Cover him as your squad moves into the broken building to the left. Watch your back and shoot any enemies that appear through the smoke. When you're in the building, your buddies set up positions near the windows. Move to the yellow star in the corner and set your sights on the doorway in the distance. Blast any intruders that try to sneak in that way. When the team starts moving again, watch that doorway, because more enemies try to rush you.

After you head up a flight of stairs and into the next room, turn around and cover the doorway you just came through because a bad guy is following. Down him, then get to work on the enemy presence outside. Move to the doorway on the room's side and use it as cover while you battle the insurgents. Lean out, get a target, blast away, then return to cover. Watch for bad guys who creep in close to the door you're standing at, because they will do some real damage standing so close. When you don't see any more enemies from the doorway, move around the corner outside to see if you spot more. After all the enemies outside are dead, move on. Follow the team into the next room where you can organize, consolidate, and have your game automatically saved.



Get in the corner and cover the door so no enemies sneak in to shoot your team.



Use the doorway as cover while you battle the enemy.

After you regroup, head to the next room. Move to the yellow star, then wait for the rest of the squad to get into position. Crouch behind the barrel outside and train your sights on the doorway in the building across the way. Drop all the enemies that run out to greet you. Wait for your squad to cross the wooden walkway to the other building, then follow them.

When you're on the building's other side, move into the next building. Obey the orders you get to cover the stairs. Pop the enemy unit at the bottom of the stairs before he gets a shot off.

Your unit moves to the bottom floor; one of the guys throws a smoke grenade in the alley to give you guys some cover. Wait for your team, then follow them across the alley to another broken building. Your teammates should drop any resistance along the way.



Use the barrel for cover as the enemies pour out the door on the other roof.

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Cover the next doorway as the rest of the soldiers move in. Get inside and move to the yellow star near a doorway. Follow the squad through the building to a courtyard outside. Keep low and stop on the yellow star behind the broken wall. Follow Sgt. Roy as he checks out the courtyard. Unfortunately, there's a sniper in the tower nearby who shoots at your men.

This situation just got a lot more dangerous. Assist your buddy in laying down some smoke so you can reach the building across the way. After you throw a smoke grenade, cover him so he can do his job. Use your M16 to take out the RPG in the back of the courtyard before it can do any real damage. After the area is filled with smoke, your squad runs for cover to the right. Keep your gun aimed at the smoke and shoot any enemies that come charging.



After the court-yard is filled with smoke, run for the broken building to the right.

Head inside the building and run through the smoke-filled doorway on the other side. Run through the building until you see PFC Kelly wounded on the ground. Heal him to get him back on his feet, then run back to the first room of the building you entered. Climb up the ladder to join Sgt. Roy. At the top of the ladder is a window, and from there you must eliminate the outside threats. Crouch down and use the window as cover as you find your targets. Listen as Sgt. Roy calls out new targets. Keep shooting until you hear that the helicopter is going to sweep in. Move down the ladder and over to the yellow star on the ground. The helicopter comes to the rescue, and you successfully accomplish your mission.





★ GRENADIER



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★ M203 QUALIFICATION

Learn the basics of the M203, frag, and smoke grenades.

BRIEFING

None

OBJECTIVES

• None



IT'S A NICE SUNNY DAY TO
BLOW THINGS UP.

★ DEPLOY!

It's time to get training in more Army firepower. As soon as you start, talk to Lowell, who is standing in front of you. Speak with him a couple of times to learn the grenade's history, then find Sgt. Olson, who is farther down the walkway behind Lowell. Talk to Olson to begin your grenade training. Stand on the yellow star when you are ready.

Your first assignment is to equip and throw a Stun grenade. Press the Loadout button to bring up your weapon choices. Use the left analog stick to select the Stun grenade option. Use these grenades when you don't want to hurt noncombatants who are in the area. With grenade in hand, pull the right trigger to bring up the Throw meter. The longer you hold down the right trigger, the farther you throw. When the meter fills up, release the trigger to throw the grenade. Get in the prone position so you don't feel its effects.

Next you throw a frag grenade. Equip it just like the other grenade. Pull the right trigger to start the Throw meter, then release the trigger after the meter fills up. After you throw the grenade into the corner of the training area, drop to the ground to avoid getting hurt from the blast.

After you throw a frag grenade, you move on to the smoke grenade. Use the Loadout button to equip it. After you have the grenade in hand, squeeze the left trigger to remove the smoke grenade's pin; then pull and release the right trigger to toss it.

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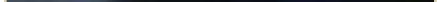
Sgt. Olson is at the walkway's end. He instructs you about grenades.

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Test out all your grenades against the cement wall so nobody gets hurt.

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After you have the grenades down, talk to Sgt. Nash on the course's other end. He instructs you on how best to use the M203, which is a small grenade launcher that attaches underneath your gun. When he gives you the okay, press the Loadout button and select the M203 to add to your gun.

Now it's time to test out your new weapon. Bring up your sights, then fire at one of the targets that appears on the distant hill. Aim a little above your target to ensure that your grenade reaches its intended destination. After you become familiar with the weapon, you must hit five targets to satisfy Nash.

After Nash is through with you, talk to Sgt. Hurt in the firing area next to you. To satisfy him, you must qualify from both the standing and prone positions. Make sure you hit those targets to qualify. After Sgt. Hurt gives the okay and you feel comfortable using the grenade launcher, go to Sgt. Perez, who is standing near the complex's center.

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Aim above your target when firing the M203 grenade launcher.

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The grenade's explosion destroys the targets out in the field, just like it will your enemies.



NORTH FARM ROAD

Your convoy is attacked by a loyalist unit.

BRIEFING

It's been a hectic couple of months, hasn't it? I recognize some of you from Old Town. Things have calmed down around the capital enough that they are reassigning us. We're to escort a convoy that is supplying 10th Mountain in their campaign against the loyalist divisions.

Convoys aren't a cakewalk. As you know, they are big targets, and loyalists have been hitting them fairly frequently. We'll be moving across country pretty fast, and we're not going to be stopping if we can help it.

OBJECTIVES

- Eliminate the enemy threat
- Protect your team



THE CONVOY MOVES ALONG AS USUAL DOWN THE QUIET ROAD.



WHEN MORTARS START RAINING DOWN ON YOUR HEAD, IT'S TIME TO GET DOWN TO BUSINESS.

★ DEPLOY! ★

Your convoy just got hit with mortar fire. That means the enemy is in the area, and you're not going to relax any time soon. Lie on the ground with your squad while Sgt. Roy assesses the situation with Sgt. Morales. When they move on the enemy position, follow Roy into the wheat field. You immediately spot the enemy, so get into the prone position behind the same bale of wheat that Sgt. Roy gets behind. Peek around your cover's left; shoot at any enemies in your sights. Look for the red dots above enemies to find their locations.



Out in the wheat fields, your only cover is the bales of hay, so stay close to them.

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Seeing through the wheat is difficult, so look for the red dots indicating the location of enemy soldiers.



After you down the first wave of enemy combatants, follow Roy to the next pile of wheat; use it as cover from the enemies ahead. When the coast is clear, move with Roy to the large bale up ahead on the field's left side. From the cover's left, you get a clear view of the bad guys running at you. Make sure you have plenty of ammo in your gun, then take them down like pigs in a barrel.

As soon as you drop the enemies in front of you, there is word that more troops are trying to flank your position. Move with Sgt. Roy to a bale behind you and crouch. Move around your cover's right until you see enemies in the distance. They might be hard to see because a fence is in the way, but you can still take them down with a body shot.

Even with a fence in the way, you still have enough of a shot to take down the enemy.



With your flank secure, move ahead with Roy to another bale of wheat and more enemies. Assist the sergeant in taking out threats—especially ones on his side of cover. Your squad member hears something from his location, so you and Roy move up, only to have the enemy right on top of your position. Hit the ground with the sergeant and drop those troops before they get any good shots on you. After you down them, get behind more wheat in front of you.

You spot more enemies ahead in the field, but you have other problems. Another squad of enemy soldiers is trying to flank you again. Get into the prone position and keep the bale of wheat to your back, facing behind you and to the right toward the fence. Shoot the new threat before they hit you. When your flank is clear, get back to the threat ahead.

It's hard to see around your cover because the wheat is thick and tall, blocking your view. You can't see your enemies, so look for the red dots to find their location. Open fire when you spot one in the distance. Most of your team has better shots than you, so you don't do much work in this fire-fight.



If you don't have time to find cover, just get prone, shoot fast, and hope you don't get hit.

With the enemy down, race with Sgt. Roy to the next bale of wheat along the left fence. As you get close, the enemy opens fire with their guns and a rocket propelled grenade (RPG), so get down. Stay in the prone position and peek around the barrel's left to spot the combatants ahead. Help your team take them down. After the last one falls, the field is secure; move with your team along the wooden fence to a safe position ahead. Your game is saved here. Reload your weapon while you have this break.

There is a farmhouse nearby where much of the mortar fire was coming from. Wait for the signal, then stay low and follow Sgt. Roy as you approach. When your team hits the dirt, do the same. Help your squad take out any enemies near the house's front, then follow your team to the side of the building.

Roy gives the order to rush the building; as you enter, keep your sights on the back window to the left. Drop the enemy who is pointing his gun at you through the window. Follow Roy as he cleans out the rest of the house. Shoot the enemy on the second floor as you walk through the doorway. With that guy dead, the farmhouse is now secure.



To secure the farmhouse, drop the guy in the window and the guy on the second floor.



Move upstairs with Sgt. Roy and assist him in clearing the ground of more enemy soldiers. Look out the side window and shoot any soldiers with red dots over their heads. They are fighting more of your teammates on the ground and won't be looking at you. Aim well and drop them before they know what hit them.

With the ground clear, regroup with the rest of your team on the first floor. Head to the nearby barn; your squad members throw smoke grenades outside to cover your movements. With smoke in place, run with your team to the barn doors. Press the Action button to open the doors, then step to the side, because your teammate throws a frag inside to kill any enemies lurking there. Follow your team inside but hang back. More enemies are inside, but your crew takes them out with more frag grenades. After you down the last enemy, the barn is secure.



The barn has more enemies, but your buddies' frag grenades take them out.

Now you must assist the other squad that is still on the ground. Follow Sgt. Roy up the ladder to the barn's top; there's a hole leading out to the roof. The sergeant gets in a prone position on the roof, but you need to stay inside near the hole. Crouch down and move out onto the roof to assist Roy, but retreat back inside after you fire to get back behind your cover. Use your M203 to blast small groups of enemies on the ground, and use your M16 to hit single targets. Always retreat back inside the barn after you take out an enemy; this gives you cover while you scan the area for your next target.

As you fight, watch for more enemies to rush the area from between the two buildings in the distance. Shoot them with your M16 as they get close; don't give them a chance to set up. Enemies try to get into the left of the two buildings in front of you and try to sneak into the trees to your left; pay close attention to them. After you kill the last fighter, the mission is a success.

Most of your enemies come from the area near the well.



Some try to sneak up on your left side near the trees, so watch your radar to see if any red dots appear in that direction.



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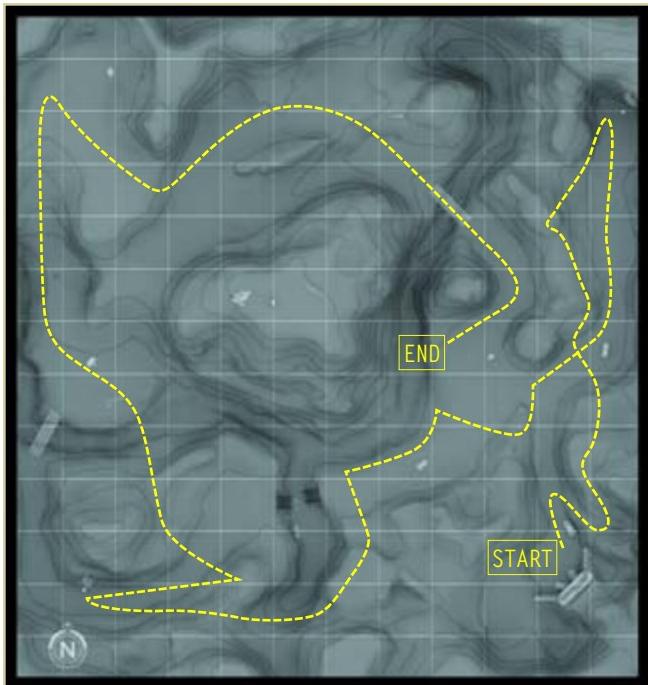
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★ PRECIOUS CARGO ★

Recover wayward airdropped supplies to keep them out of enemy hands.



BRIEFING

As you all know Sergeant Morales has been flown out to the hospital ship. I've been informed that he will make a full recovery. But for now I'll be your squad leader. My style is going to be a little different. You're going to have to get used to that.

An air drop intended to supply 10th Mountain Division on the line has gone off course and landed near hill 226. They've given us the job to get these munitions before the enemy does. A lot of these loyalist units haven't been supplied since the civil war started.

OBJECTIVES

- Secure three resupply bundles



YOUR CONVOY MOVES INTO THE AREA.



IT'S TIME TO SPREAD OUT AND FIND THOSE SUPPLIES.

You get briefed on the location of the three supply crates. Expect enemy resistance. Follow Sgt. Roy as he heads up the steep slope nearby. When you get near the slope's top, you see enemies in the distance. Drop prone and crawl on your belly the rest of the way up the hill. Crawl to the ridge's edge and switch to your M203. Use it to drop a bomb on your enemies, taking them out so the rest of your team can advance.

When Roy gives the orders to advance, run to the yellow star on the next hill and get down. You spot more enemies on the hills across the road. Use the M16 to mow them down one at a time. When the last one falls, run down the hillside to the star on the roadside. Wait for more orders, then follow Sgt. Roy along the road. Your buddies open fire as soon as more enemies appear down the road, but you are



ordered to move to the yellow star up the hill to the left. Run up the hillside and engage in a fire-fight with more enemy units on the ground below that are trying to cross the bridge. Use the dirt hill as cover as you peek around the side to get your targets. Limit your exposure to the enemies while you're trying to get your target.



Follow the yellow stars on the ground to see where to go.

After the last enemy falls, check out the first crate. Run back and follow the first road you just came from. At the end is a large wooden crate. Get close and press the Action button to get the information from the crate. After everything is secure at that location, you get the orders to move on. Backtrack along the road toward the star. Follow Sgt. Roy along the road until you start taking fire from up ahead. Move to the right hillside to get some extra cover. Wait for someone to throw a smoke grenade at the enemy location so you can move forward without getting hit. Join Sgt. Roy on the hillside for some target practice. Get on your belly and pick off the soldiers in the trees in the distance. If you start taking fire, get out of harm's way and let your buddies help remove the bad guys.



There's the first crate you need to secure.



Get down when fighting enemies so you are less likely to get hit.

After the last bad guy falls, head to the ravine. Stay close behind Sgt. Roy. After a soldier tosses a frag into the ravine to kill a little resistance, follow Roy down the road, stopping whenever he does. The sergeant meets more enemies when he heads up the hillside to the left. Keep up with him so you can help him out. Watch the bridge behind you and take out any enemy units that appear to shoot you in the back. After the enemies are dead and the rest of the squad catches up, your game is saved.

You don't have long to rest before it's time to get going. Follow Roy along the hilltop until you reach the next yellow star overlooking a road below. When enemy units enter the area in the distance, shoot them down. You might have to move forward a little to see all the enemies. After the last one becomes worm food, advance on the crate. Move next to it and press the Action button to get the information you need. Rejoin Sgt. Roy on the hillside because hostiles are on their way. Keep your sights on the bridge the sergeant is looking at. When enemies appear, open fire. Keep shooting until you see Roy run for the hills across the road. Follow him up the hillside, then get down. Pick off any remaining guys on the bridge, then help get other enemies behind you.

After the last one falls, follow the squad down into a ravine and onto the hill on the other side. Follow Sgt. Roy up the steep hill, where the final crate is missing. The enemy must have moved it. Stay behind Roy because trouble is ahead. Help him take out more bad guys who get in the way.

The units need to regroup, so everyone makes a mad dash away from the scene. Stay close to Roy and follow the rest of the soldiers down the hillside and across the bridge. On the other side, you spot more hostiles; run for the yellow star on the road and get into position to take them out. When the order is given, continue down the road to the next star. Join your fellow soldiers in shooting at the enemy. When the area is clear, follow Roy back to the Humvees you came in on and regroup. Looks like things didn't go according to plan, so you must wait there overnight. But it's nothing you can't handle.

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*There's another
crate full of
supplies that
the enemy won't
be getting.*

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*Stay close to
Sgt. Roy or you
might jeopardize
the mission.*

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★ CONVOY'S END ★

High in the mountains, your convoy strays too close to enemy lines.

BRIEFING

Elements of the 10th Mountain are engaged with loyalist forces in the mountains. We will be taking critical supplies forward. The road we will be moving on is a tough one. Leary, you have some experience driving in the Sierras, so I want you to double-check the tire chains.

OBJECTIVES

- Protect the convoy
- Eliminate enemy threat

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EVERYTHING LOOKS PEACEFUL IN THE SNOWY MOUNTAINS.



BUT AN ATTACK ON THE CONVOY CHANGES ALL OF THAT.

The convoy you were in just got hit, and the enemies are in the hills. Get on your belly behind the tree you start next to, because enemy fighters appear on the snow-covered ridge to the road's right. As soon as they appear, start shooting while staying behind cover. Watch for guys on the ridge's top to the right of your cover while enemies try to rush down the hill to the tree's left. After you finish the first wave of enemies, stay down because another wave rushes from the same direction. Finish them off, then move on with your squad.

Rush up the hill with Sgt. Roy, but duck behind cover when you start taking enemy fire from the mountain across the way. Train your sights on the enemy and start firing. Luckily, with the help of your team, the hostile units go down quickly.

Move with the sergeant back to the road and find more cover. Enemy troopers shoot at you from down the road. Fire your M16 at them until Roy decides to head up.

Follow him down the road to more enemy combatants. While your troops lay down suppressing fire from the road's right, duck behind a tree and set your sights up the road. From that position you have great cover and can get a good visual of your enemies down the path. Take out your opponents ahead, always staying behind the cover of the tree.

When you get the all clear, head out and keep up with Roy as he runs along the road. You spot more enemies on the far ridge, so find a tree near the road for cover. You can't really see the enemies due to the tree branches in the way, but you can see the red indicator showing you their location. Open fire below each red dot to kill the attacking enemies before they can hit you.

After you clear the area, Roy gives the order to move out. When you crest the snowy hill again, you come under fire. Drop to the snow next to Roy and look for the enemies ahead of you. When you see a red dot, indicating that an enemy is in front of you, stand up to see over the hill and get a good look at your target. Take your shots, then duck back down after the enemy is dead. Repeat this technique whenever you see the red dot in front of you, until Roy tells you to keep moving.



The red dot tells you that an enemy is out of sight over the hill.



Stand up to get a good shot on your target.

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You don't get very far before more enemies attack from the distant ridge. Stay close to the sergeant while you put them down. Keep cover between you and your targets until you're ready to shoot. After you deal with all the enemies on the ridge, your game is saved.

It's time to get those mortar attackers who hit your convoy. Stay low and head up the hillside next to Sgt. Roy. Move past him until you see the mortar team down the left side. Use the hillside as cover as you drop them. Take out the enemies in the distance before you try to get the ones right below you.

After the last one dies, your team runs along the path down the hillside to the left. Join them but stay near the back of the pack. Stop near the yellow star and watch the rear. A group of enemies tries to flank you, so stay close to the trees and switch to your M203. After you get a group of them firing at you, launch a grenade into their midst. Switch back to the M16 and pick off the rest. Wait for more waves of enemies to join the area, then take them out as well. After the last one falls, the mission is complete. Unfortunately, one of the trucks in your convoy didn't fair so well.

Fire your M203 to take out large groups of enemies across the way, but always stay close to the trees for cover.



Look for the yellow star in the snow to find out where you should be.

★ MOUNTAIN ANVIL. ★

Assist the 10th Mountain and prevent the escape of loyalist forces.

BRIEFING

The 10th Mountain is still in contact with a loyalist brigade on the other side of the major ridge-line. The intelligence officer believes that there is a tunnel that the loyalists are using as a withdrawal route. They are trying to avoid being captured by the 10th Mountain.

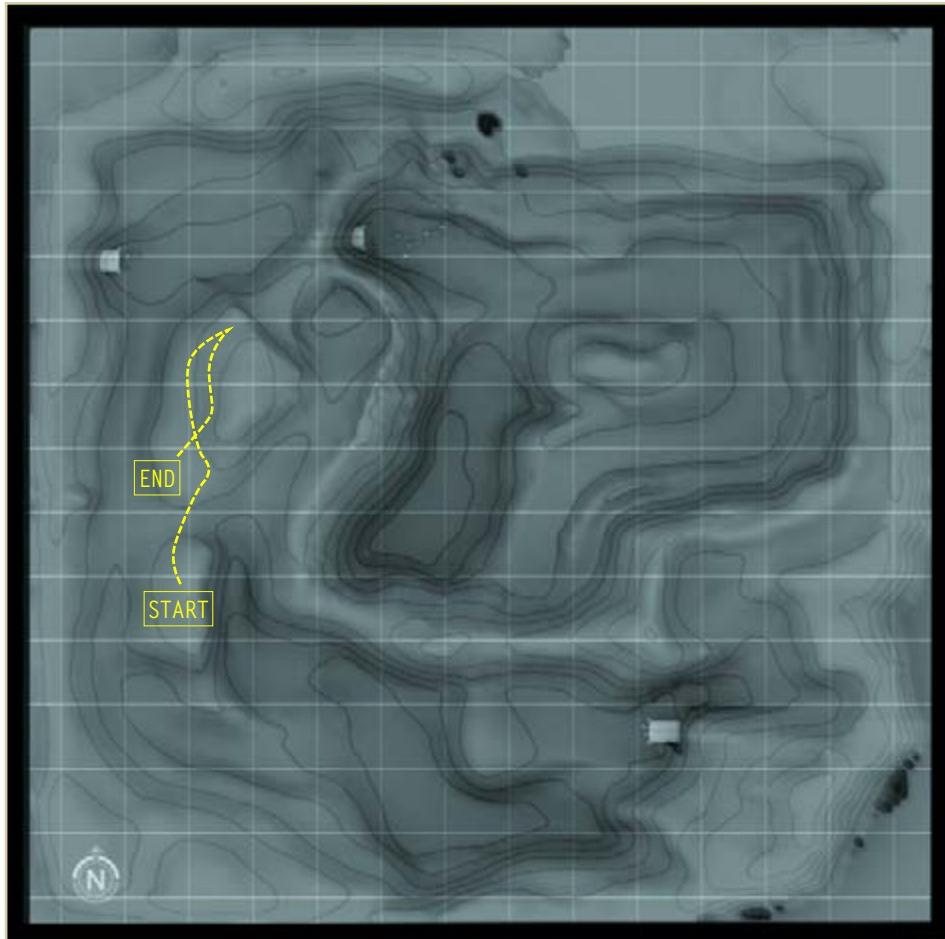
Our job is to move about a click west to seize the exit to that tunnel and to prevent the enemy withdrawal. Those guys who torched our truck were probably setting up support. Pack up as much equipment as you can carry and we'll head out.

OBJECTIVES

- Eliminate enemy threat



THE ENEMY IS ON THE MOVE THROUGH THE SNOW.



EVEN WITHOUT A FULL TEAM, YOU MUST TRY TO ELIMINATE THE ENEMY THREAT.

★ DEPLOY! ★

You don't have as much man power as you'd like on this mission, but it will have to do. You're separated from Bravo company, the other half of your team, and must find them on the mountain's other side. But first you must move up to engage the enemy that is trying to flank Bravo. Follow Sgt. Roy along the snow. When he stops to fire at the enemy, get down on your belly and crawl past him to the right. Get next to the tree ahead to get some cover while you shoot at the combatants at the mountain's bottom. Check the red dots on your compass to get their locations.

After you take out the last enemy, Roy gives you the okay to move ahead.

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Get in the prone position near the tree while you shoot at the bad guys below.

As you run, your small squad breaks in two. Some of the guys run to the left, but you must stay close to Sgt. Roy and give him a hand to the right. Get down behind the snowbank as the sergeant ducks behind a tree to the left. Use your M16 to get rid of the resistance on the mountainside across the way. After both guys are dead, follow Roy to join your fellow soldiers already engaged in another firefight.

As Sgt. Roy gets into firing position, crawl past him on the right and head for the tree ahead. When you get close to the tree, first target the fighter down the hillside to the left. After he falls dead, turn your sights to the right and take out the remaining enemies. After you drop the last one, follow your squad to the next mountain.



Kill the enemy troops at the hill's bottom while Sgt. Roy gives you assistance.

Move with the sergeant to the right; drop to the snow when he starts shooting at more enemies off to the side. Crawl to the snowbank's edge until you can see your targets to the left and right. Help the sergeant clean out the area. After you eliminate that threat, join the rest of the team. As soon as you do, more enemies appear in the distance. Drop prone and open fire. With the help of your squad, the enemies go down quickly.

After you eliminate all the enemies in the area, you get word of a tunnel ahead. Run along the mountainside with your team until you reach the edge of the cliff overlooking the tunnel. As your team gets into position to fire at the troops running around the tunnel, bring up your M203. Get a visual of the tunnel entrance, then back away from the edge so

you don't take any stray bullets. When you hear word that a truck is coming out of the tunnel, peer over the edge and fire. Aim a little ahead and above the truck to successfully knock it out of commission.



Aim a little in front and above the escaping truck to make a successful hit.

After you knock out the first truck, reload quickly because another vehicle is on the way. Stay away from the edge until you get word that it's coming; then peer over the edge and shoot this one the same as the first. When you get word of a third truck, get your gun ready. This truck doesn't get far out of the tunnel before it turns down the road to the left. Knock it out of commission with your M203.



If you have a wounded soldier, wait until you take out the third and final truck before helping him.



The driver of this truck might think they're being sneaky, but they go down just like the other two.

With the trucks out of commission, you get word that the enemy is trying to sneak up behind you. Follow Sgt. Roy to the rear of the troops. As the sergeant keeps his gun trained toward the tunnel, you must watch his back. Get into a crouching position to his right and get your sights up. As the enemy runs up the hill in front of you, take them out. They are out in the open and are easy targets. When the last one falls dead, your mission is a success.



*Watch Sgt.
Roy's back
because he'd do
it for you!*

NOTE



Your team takes shots at the enemies running at the bottom of the mountain to the right, but keep your focus. Keep your gun trained behind Sgt. Roy so nothing happens to him.

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★ AUTOMATIC RIFLEMAN



★ M249 QUALIFICATION ★

Qualify to use a squad automatic weapon (SAW), and learn about suppression, supported fire, and dulling.

BRIEFING

None

OBJECTIVES

- None



THE WIDE-OPEN AREA IS PERFECT TO TEST OUT YOUR AUTOMATIC RIFLEMAN SKILLS.

★ DEPLOY! ★

It's time to start using the big guns. Walk straight ahead down to the training facility and talk to Sgt. Nash at the end. He instructs you on the use of the M249. He tells you to step into the firing box where you see a yellow star. Here you get a lesson on the bipod, which helps support the weapon.

For the first shooting exercise, Nash wants you to crouch down and support the gun on the ledge: Press the Action button when the bipod icon appears at the screen's bottom. When you see a target in the distance, support your weapon, bring up the sights, and fire. After this, Nash wants you to try firing without using the bipod. Stand up and fire at the targets. Hit all the targets that Nash indicates, then you can move on.



There's Nash down near the end.

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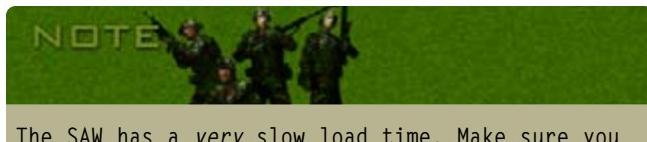


When you see the bipod icon at the bottom of your screen, press the Action button to steady your gun.

Targets might be here...



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The SAW has a *very* slow load time. Make sure you don't need to shoot anything when you reload.

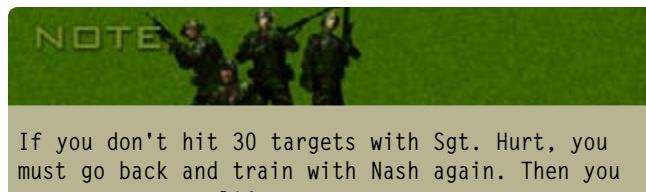
After you get familiar with your new weapon, talk to Sgt. Hurt next to you. He runs the qualifying exercise with you to make sure you are ready to handle the SAW in combat. Step into the firing box and crouch. You must hit at least 30 targets to satisfy the sergeant.

Scan the hills on the horizon for the three targets that appear. When you see a target, aim in that direction and deploy your bipod to get a steady shot; then bring up your sight. It might take a few rounds, but keep firing until you knock the target down.

The targets on the hill to the left are closer and easier to hit, so aim for any in that direction first before moving to the targets on the right hill, which are farther away. As you knock down targets, the counter in the screen's top left counts down your hits. After you knock down at least 30 targets, you can go. Talk to Sgt. Perez standing in the middle of the training area when you are ready to leave.



...or here.



If you don't hit 30 targets with Sgt. Hurt, you must go back and train with Nash again. Then you can try to qualify.

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★ INCURSION ★

The squad's posting in the eastern oil fields has been uneventful until this morning's patrol.

BRIEFING

All right, let's move on to some new business. This desert tour has been a bit boring. Our biggest worry has been the sun. Still, don't lose your edge. Though the Loyalist Army is way to the south, these oil wells are a high payoff target.

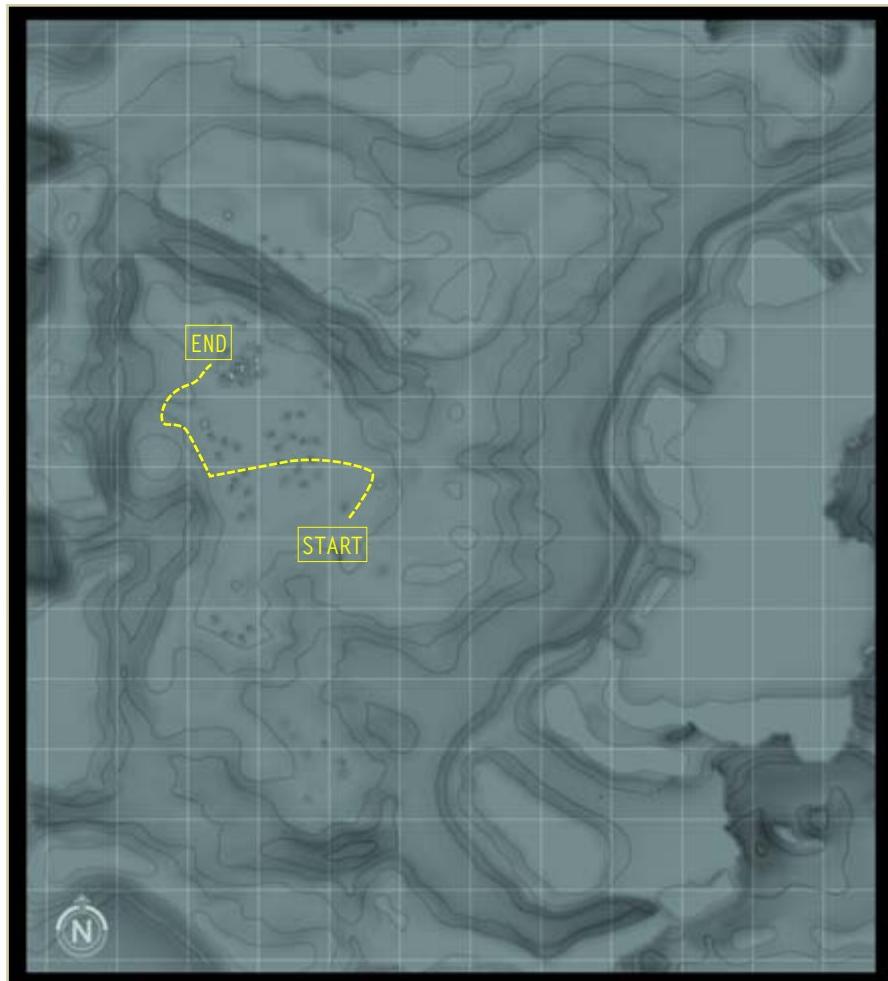
We've got a new Alpha team leader. Sgt. Rosen, it's good to have you with the squad. As a welcome to squad activity, we're going to walk around the post about fifteen times on security patrol.

OBJECTIVES

- Identify enemy force
- Return to patrol post



THERE ARE A LOT OF OIL FIELDS
IN THIS COUNTRY.





IT'S IMPORTANT TO PATROL THESE HIGH-VALUED TARGETS.

★ DEPLOY! ★

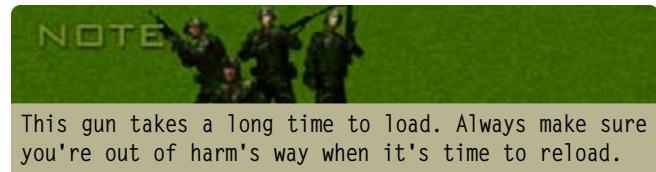
You start this mission on a routine patrol back to your post. Stay close to Sgt. Rosen because he's your squad leader. When you get back to Tower one, there's some sort of disturbance that ends all small talk. There's something going on over at Tower seven. Could it be an attack this far north?

You don't have long to ponder that question because the enemy is spotted on the ridge behind you. Get down on the ground and steady your gun with the Action button. Fire at the targets across the way until your squad charges the ridge ahead. Move with them and head for the yellow star that indicates where you must go. Get prone on the ground again and set up your gun. Fire at all targets that get in front of you.



The enemy is attacking from the oil rigs behind you. Get down so you don't get hit.

Take out a few enemies, then find the sergeant, who holds position down the ridge to the left. Set up to his right in the prone position and shoot the enemies at the oil rigs in front of you. To find your targets, look for the red indicators above their heads. Waves of enemies come at you, so stay low until you get further orders.



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Get close to the oil derrick for cover.



Don't let Sgt. Rosen out of your sight because he's going to need your help.

Follow the sergeant ahead, then get down on the yellow star ahead. Quickly bring up your gun and blast any enemies in front of you. You hear that there's an RPG around here that you must take out. Move behind cover with Sgt. Rosen and help him take out the other goons in the area in front of you. A timer appears at the screen's bottom right, showing how much time you have to defend the tower before it gets blown up. After the last bad guy is shot

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dead, Rosen calls for everyone to form up for the ACE phase where your ammo and health packets are refilled.

Now it's time to move on again because more enemies are heading up the hillside to the west. Get next to your team on the hillside and you see the enemy trying to sneak up. They are pretty easy targets as they crawl up on their bellies. Kill all of them to get your next order.



Run to the yellow star to get into position.

The enemies crawling up the hillside are easy targets.



When you're on the move again, head to Tower three with Sgt. Rosen. Stay behind the tower and hold your fire. Your team leader has a plan to flank the enemy, so follow the sergeant into the valley. Keep up with the sergeant as you receive more information about the situation. As you start to run up the hill, you spot the enemy at the top. Get down, ready your gun, and quickly put down this new threat.

Continue up the hillside and get behind the vehicle at the top. Cover your team by taking out any hostiles on the ground; your team tosses a grenade on the building's roof to attempt taking out the enemy with the RPG. Continue to use the vehicle as cover while you shoot more enemies in the area. After the ground is free of enemies you can finish off the guys on the roof with a grenade or with your gun.

Keep behind the cover of the vehicle while you finish off the enemies.



With the roof clear for the moment, follow the sergeant to the left. As he gets on his belly behind the sandbags, duck for cover behind the tree that is in back of the sandbags. This gives you more protection than the sandbags alone. Watch for enemies to the left and right of the building in front of you. But also keep your eyes on the building's roof because gunmen will try to rain bullets down on your head.

As wave after wave of enemies try to engage you in a firefight, focus on the ones to the left first because that is where you are most vulnerable. Enemies attacking from the right can wait until last. After you put enough enemies down, follow the sergeant as he rushes the building ahead of you. Your enemies flee into the desert; let them go for now. Your current mission was a success.

Get behind the sandbags and tree for extra protection while fighting off the enemy.





★ DESERT FIRE ★

Outnumbered and surrounded, your squad must hold out until reinforcements arrive.

BRIEFING

Listen up; we have enemy elements approaching, and they have a lot of room to move out there. Form a perimeter around this post and be sure to choose good covered positions. I just want to state for the record that this is why I made you all fill sandbags in the noon-day sun.

We can't cover the entire perimeter, so be prepared to shift to alternate and supplementary positions to respond to the threat.

OBJECTIVES

- Defend the base



THOSE BAD GUYS ARE RETREATING LIKE THE COWARDLY DOGS THAT THEY ARE.



JUST WHEN YOU THOUGHT THEY WERE OUT OF YOUR HAIR, THEY GO AND BLOW UP ONE OF THE WELLS!

★ DEPLOY! ★

Those enemy soldiers are up to no good, and they want you gone. You must defend the base so those goons don't get their hands on it. You're a little undermanned, so the pressure is on. On this mission, you must move around to different spots at the base where the enemy is attacking.

The surrounding areas are crawling with enemy troops. Luckily you have a sergeant there to instruct you on what you must do. His first instructions are to defend the east. Run to the sandbags in the area and get down. Support your gun with the bipod, then open fire on your attackers.

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After you successfully hold off the multiple waves of enemies attacking from the east, you get word that forces are moving in on the west. Turn around and crawl on your belly in that direction until you are behind the Humvee. Set your sights on the large tower in the distance to the northwest and shoot any enemies you see. After you clear that area, you get word to continue moving to the base's west side, where you reach a semicircle of sandbags. Use the sandbags as cover and help your men eliminate the threat. Waves of enemies attack, so keep your guard up until you put all of them down.



The first wave of attackers comes from the east.

After you eliminate the threat from the west, head back to the east. Get behind some sandbags there and take out the enemies charging in. You don't have to kill too many bad guys there before it's off to a new location. You get the word to head to the southwest to face a new threat. Get next to Sgt. Rosen and set up your gun with the bipod. Open fire on all the enemies in the distance.

After a while, you get word to defend Charlie team and to concentrate your fire to the south. Take out the enemies until you get word to consolidate. Follow Rosen as he runs to the base's north side, where you find SSG. Morales.



Use your SAW's bipod to steady your gun so you get better shots on your enemies.

After you and your team have regrouped, you get word that there might be a suicide mission en route to the base. Run to the base's south side as enemy forces start to attack. Get on your belly to the left of the sandbags and set your SAW facing the road coming in from the east. Shoot any enemies that you can see until you hear that the suicide truck

has been spotted. Set your sights on the road and open fire on the truck when it comes speeding in. After a few shots, it bursts into flames. Continue shooting any enemies running around the area.

You don't have too long to wait before another explosive truck is spotted heading for base. Look toward the oil rigs to the southeast, where you see the truck coming in for the attack. Open fire on the vehicle before it gets close. Don't go too far after you blow it up because two more are coming down the hill from the same direction. Steady your gun on the sandbags and destroy the other two vehicles from a safe distance.



Shoot that truck coming in from the east road before it gets too close!



The rest of the trucks come roaring down the hill from the southeast.



★ OUTPOST ★

Your squad is on the line to gain a foothold deep in enemy territory.

BRIEFING

After their surprise attack, the loyalists withdrew into the foothills. Our squad has been selected for an important mission. We've been moved up onto the line for this one. Here's our chance to show what we're made of.

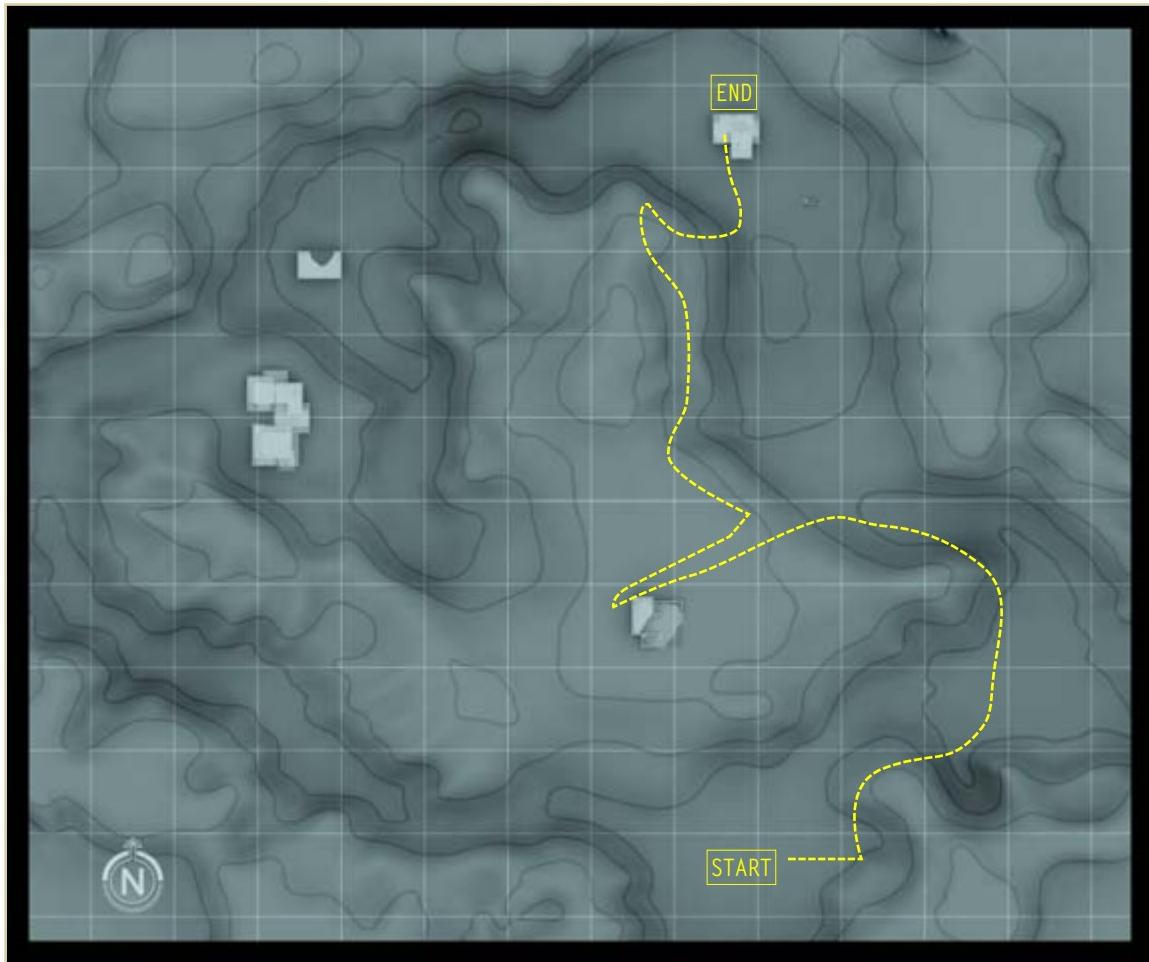
We're going to hit a communications tower they've set up, called Objective Mojave. Our S2 has told us that this area may hold some intel. The first phase in the assault will be to establish a foothold at a small building to the east of the tower.

OBJECTIVES

- Eliminate enemy threat
- Seize Objective Aropaho



YOU AND YOUR SQUAD GET INTO POSITION TO AMBUSH THE APPROACHING ENEMY.



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★ DEPLOY! ★

The enemy is approaching your position, so hide and wait for them to come to you. Get in the prone position on the edge of the broken building to the right. Make sure you're to the right of your fellow soldier so you can see around the building when the time comes.

After a few seconds the enemy is spotted, which means they are close. As soon as you receive word to attack, crawl to the right so you can see around the building and get a good view of your enemies. Set your gun's bipod and start firing. Get the guys in front of you and the fool on the hill to the left.



The broken building gives you some cover while you ambush the enemy patrol.

After you put down that initial patrol, follow PFC Ruiz to the hill on the right. Get prone next to the small rock when Ruiz stops. Set up your bipod and aim it at the valley to cover the rest of your men. The next patrol soon rushes in for the attack. Blast the new threats when they appear on the road. After you eliminate them, stay put as you wait for further orders.

When you get word to advance, follow Ruiz as he runs up the hill next to the valley. On the hill's other side, the narrow valley opens into a clearing with the ruins of old buildings and more enemies. Get prone next to Ruiz, who is lying near a rock; assist your men in shooting all the combatants running around. Remember to set your bipod to get a more accurate shot.

Stay on the hill and blast your enemies when they get into sight.



After you eliminate the enemies, you are ordered to secure the area. Follow Ruiz down the hill and into the ruins. It is all clear for the moment, but you soon get word that more enemies are approaching from the north. Get prone to the right of the structure that Ruiz is at, and set up your gun facing the north. When the enemies get into view, you can unload your gun on them.

CAUTION

One of the new attackers has an RPG, so stay close to cover and take him out immediately.

After the last attacker falls dead, follow Ruiz past the ruins to meet up with Sgt. Rosen at the start of another narrow valley. Move with your new group into the narrow valley until you are ordered to halt. You get word that there are more enemies ahead, so your team goes down the valley. Instead of moving with them, get on the left hill and down into the prone position. Open fire when the enemies crest the hill in front of you.



The ruins of an old town make perfect cover from enemy gunman ahead.

When the last attacker falls dead, you hear that plans have changed. Follow Rosen and the other guys down the valley and up a hill. When you get near the hill's top, you hear a gun battle raging. Follow your guys to the small rocks on the ground and get prone behind the one on the far right. Ahead you see gunmen firing from an old ruined building. Peek around the rock's side and open fire when you get a free shot. Also watch for enemies firing at you from behind the ruins.

After those guys are put down, you are ordered to check the rear of the ruins for any stragglers. Move up to the structure and crawl along the wall until you reach the rear. Use the back wall as cover and shoot the enemies you see trying to rush the rear of the ruins.



Get down next to the rocks as you fight the enemies crawling over the ruins.

Secure the rear of the building, then form up with Sgt. Rosen. Turn around and backtrack to the narrow valley you just came from. Stop with Sgt. Rosen at the edge of the hill overlooking the valley below to regroup and reorganize. After everybody is set, you get orders to follow Rosen. Move with Rosen and your team along the top of the hill that follows the valley to the right. When you come under fire, get prone facing the valley below. From there you can set up your weapon and fire at the enemies who come streaming in to the valley.

As you fire, scan the entire valley. Enemies try to snipe at you from the roof of the building to the left. After the last enemy falls, Bravo moves in to the building in the valley below. Follow Rosen along the ridge toward the building to get in a better position to cover Bravo. After the sergeant stops, get prone facing to the north. Aim your gun to the building's left. When Bravo gets close to the house, some bad guys try to run for it. Open fire on them and make sure they don't get away. Another set of enemies tries to run for it, so take them down as well.

NOTE

If you need to reload or heal yourself, back away from the hill's edge to give yourself some cover from enemy fire.



Clear the valley so Bravo can move forward.

After all the escaping enemies are dead, follow Rosen down the hill and into the valley. As you approach the building, move to the right corner and get ready for battle. As your men get close, enemies pour out of the window Rosen was heading for. Run to the corner and get down. Set up your weapon and unload into the terrorists. After they fall dead, follow your men into the building to secure it.

Move to the stairs leading to the basement and shoot the guy at the bottom waiting for you. Rush down the stairs and move around the corner where you must quickly fire at two more attackers. It is close combat, so just open fire without setting up your weapon. Continue into the next room where you find a wounded civilian. Heal the civilian to save his life. After you secure the building, the mission is over.

With close-combat fighting, there is no time and no need to set up your bipod.



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★ RADIO TOWER ★

Complete the assault on the enemy radio tower.

BRIEFING

Now, the second phase of the mission is securing Objective Mojave. At this point, the enemy forces will be at full alert, so this will be a tough one. I've seen you succeed against overwhelming odds. Frankly, I feel a bit sorry for those poor guys.

Still, we need to be on the top of our game. We need to move through Objective Apache, then take

OBJECTIVES

- Eliminate enemy threat
- Seize and secure Objective Apache
- Seize and secure Objective Mojave
- Identify and secure enemy contraband



THAT'S THE RADIO TOWER THAT IS SO IMPORTANT.





★ DEPLOY! ★

It's time to move out again. As you wait to hear your orders, mortar fire starts to rain down awfully close to your location. Sgt. Rosen yells at you to take cover, and nobody needs to tell you twice. Duck down behind the broken wall behind you to protect yourself.

After the mortar problem has been taken care of, you have a new problem. The enemy is closing in on your position through the valley to the west and on the ridge overlooking you to the southwest. Use the window of the broken building as cover while you attack the goons on the ground in front of you. After you eliminate the threat on the ground, turn your attention to the fools on the ridge. As you fight them, another soldier pinpoints their location and sends in the big ammo to put them down for the count.



Use the broken building as cover while you fight the enemies on the ground and on the ridge to the left.

With the current threat gone, Bravo can move forward. When you get the order, follow Rosen down the valley to the southwest. You don't get very far when you are ordered to take cover and cover Bravo as they advance. Get down behind some boulders nearby because a group of enemies soon approaches from down the trail. Set up your gun with the bipod and unload into them until all of them are worm food.

Follow Rosen as he moves farther down the valley, stopping only when he does. You see the radio tower in the distance, which means that enemies are near. Wait for your buddies to throw smoke on the trail, then follow them to some boulders up ahead.

The building in the distance is crawling with enemies firing on your position. Ignore them for now and turn your attention to the left hillside. Behind a boulder in the distance are some enemies trying to flank you. Use your SAW and blast them every time they show some skin. After you put them down, reorganize with your group.

Hit those goons trying to flank your position.



Rosen tells you to follow him toward the broken building ahead. After you move in close to the building, you successfully secure Objective Apache. Rosen moves to the building's corner and engages the enemy at the radio tower in the distance. Move inside the building and look out the window. Give Rosen a hand by using your SAW to mow down anyone nearby. After enough enemies are shot dead, Bravo throws smoke into the area and advances. Move to the back of the building and get prone, looking out the window. From there, set up your gun on a bipod to get a good look at the radio tower. More enemies start attacking as Bravo advances, so keep up your attack to defend your buddies.

When the area is finally clear, follow Rosen as he moves forward up the hill to the edge of the radio tower. Get down when the sergeant tells you to, because an enemy throws a grenade out a nearby window at you. Return the favor and toss your own grenade in his window to knock him out.



The area around the radio tower is swarming with enemies.

Now follow Rosen as he moves along the walls of the building, then up the ladder to the roof. As soon as you get on the roof, get in the prone position facing the south. When you hear that Bravo is about to enter the building, some enemies exit the building in front of you—fill them full of lead.

After you kill a few waves of enemies foolish enough to charge you, move to the third roof. Walk toward Rosen and climb the ladder. When you reach the roof, get prone and move to the roof's edge, facing south. Use the SAW to mow through your enemies across from you. After you clear the roof,

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move to the edge and look down to find a couple stragglers on lower levels of the building. Kill them to make the area safe for your friends.



Time for some close combat while trying to clear out the building.

After Bravo has moved in, it's time for you to move as well. Follow Rosen down the ladder you climbed earlier. When you get the order, throw a frag into the room nearby and give those terrorists a big surprise. After your grenade explodes, your squad moves in to clear any survivors. Follow them in and help clear the area, then set up guard at the top of the stairs while the others check the rest of the building. Sure enough, more bad guys come up to greet you; greet them with a hail of bullets.

When the rest of the building is secured, you get the order to throw a frag down the stairs. After it blows, move down the stairs and assist your team in finishing off the survivors of the blast. Then follow Rosen as he moves to form up with the rest of the men. Once again you find yourself at the top of a flight of stairs and get the order to toss a grenade down. After it blows, follow your team down and assist them in fighting the remaining enemies. After the last guy is killed, the building's bottom level is secure and you get to see what those bad guys were protecting: Money!





★ SNIPER



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★ M24 MARKSMANSHIP ★

Qualify on the M24 and the M82 .50 cal sniper rifles.

BRIEFING

None

OBJECTIVES

• None



THE SNIPER RANGE IS
NESTLED IN THE WOODS.



MOVE INTO THE RANGE BOXES WHEN
YOU ARE READY TO FIRE.

★ DEPLOY! ★

You start this mission at the practice range again, but this time you'll be using sniper rifles. To get started, talk to Sgt. Saunders, who's standing near the range in the distance. Saunders wants you to move to the table nearby and grab your first sniper weapon, the M24. Then move into the shooting box with the yellow star on the ground next to the table.

Before you fire, Saunders gives you some helpful hints about your gun, such as first acquiring your target, then zooming in with the scope to fire. Now get in the prone position; press the Action button to support your weapon with a bipod. Then you get the rundown about sighting and aiming.

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There's Sgt. Saunders with your weapons behind him.

Now that you have the information about your gun, it is time to use it. Set up your bipod while in the prone position on the ground. Look for the orange targets to appear in the distance. After you spot your target, bring up your scope. Put the scope's crosshairs on your target, then fire your weapon. To pass this test, you must hit three targets in a row that appear in the distance.

After you hit the stationary targets, move on to moving targets. Stay down on the ground and have at least three bullets ready to fire. In the distance the orange targets appear at different spots but all will move from left to right across the screen. Get your gun set and watch the distance. When a target appears, bring up your scope and fire your weapon before the target drops to the ground again. Knock down three in a row to qualify.



Spot the target in the distance first...



...then bring up your scope to make an accurate shot.

After you hit three moving targets in a row, it's time to hit mixed targets. Some targets will be stationary and some will be moving. Again, scan

the horizon until you find your target, then use your scope to zoom in and fire. Destroy three in a row to qualify.

After you pass the sniper range with Sgt. Saunders, talk to Sgt. Cerny. As you leave the firing box, he is standing to your left. After you speak to him, move to the table from which you got the first gun; grab the M82 for more target practice. Now step into the firing box in front of Cerny to begin your next phase of training.



Sgt. Cerny, I presume.

In the firing box with your new weapon, Cerny gives you the lowdown on how your gun works. Get into the prone position and set up your bipod; time for more target practice. This gun has a large recoil, so you must quickly reacquire your target after you fire. Drop three targets in a row to pass this test.

After you hit three stationary targets with your new weapon, you must hit three moving targets. These moving targets travel from left to right. Remember to find your target, then bring up your scope to fire. After the moving targets, it's on to mixed targets where some move and others are stationary. Hit three in a row to pass that part.



The M82 is a lot more powerful and has a different look from the M24.

When Sgt. Cerny is done with you, find Sgt. Dowd. As you leave the firing box, he is standing to the left. Sgt. Dowd completes your training with both the M24 and the M82. Hit three targets using each gun and you pass the test for each sniper rifle. When you're done, speak to Pvt. Vincent in the back of the area to get out of there.



There's Vincent,
who takes you
out of there
when you're done.



★ DEPLOY! ★

Now that you have experience using different kinds of sniper rifles, it's time to experience what it takes to be a sniper. That means moving with stealth and getting to where you want to go without being detected. After the mission starts, Pvt. Vincent gives you a rundown on things. Then go talk to Sgt. Dowd standing near the shack in front of you. He tells you that this is your final sniper training for infiltrating enemy territory and retreating with information gained while going undetected.

After Dowd gives you the lowdown, speak to Sgt. Thornton and Sgt. Kirchner nearby. Sgt. Thornton talks to you about stealth and using your binoculars to acquire targets. Kirchner talks to you about being stealthy, staying low to the ground, and not moving too fast.

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★ SNIPER QUALIFICATION ★

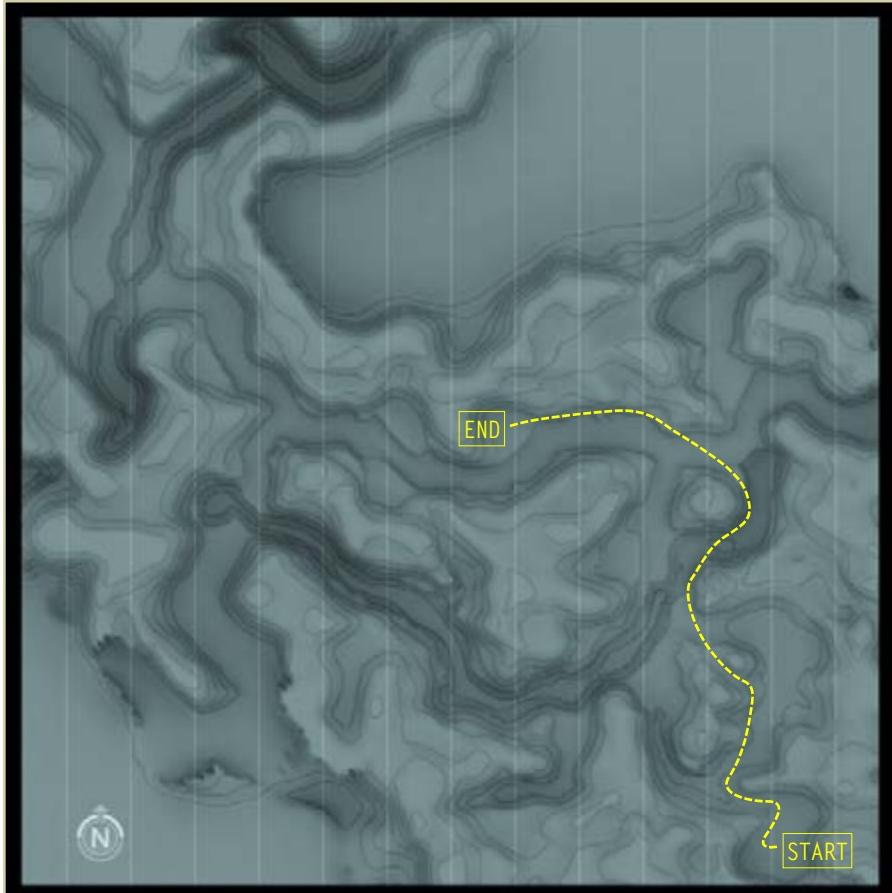
Test your stealth, observation, and patience.

BRIEFING

None

OBJECTIVES

• None



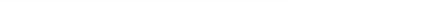


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It might be dark out, but you see Sgt. Dowd up ahead.

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Speak to all the experts in the area, then finish your sniper training. Look around and find Sgt. Hurt standing by himself. Talk to him; Hurt explains the mission, what to do, and what not to do. Identify your targets and head to Checkpoint Violet without being seen. After Hurt is done speaking, talk to him again to start the training.

After you speak to Hurt again, a 30-minute clock starts ticking for you to complete your objective. Walk into the valley behind Hurt; follow the gold star indicating where you must go. It's okay to walk at this point because there is no one around to spot you. When you reach a fork in the road, head down the right path where you see the star down the way.

Move along this narrow valley's left side until you see a watchtower in the distance. Get on your belly in the prone position and bring up your binocs. Aim them at the tower to identify your first target. Continue forward, crawling along the valley's left side and past a large gray boulder. After you pass the first rock, you see two more boulders in front of you. Crawl up the hill to the left of the boulders to find a secret path out of harm's way.



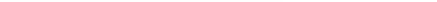
Use your binocs to acquire your targets.

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Move along this narrow valley's left side until you see a watchtower in the distance. Get on your belly in the prone position and bring up your binocs. Aim them at the tower to identify your first target. Continue forward, crawling along the valley's left side and past a large gray boulder. After you pass the first rock, you see two more boulders in front of you. Crawl up the hill to the left of the boulders to find a secret path out of harm's way.

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To the left of the large boulders is a hidden path out of danger.



At the hill's top, you can see another tower in the distance to the northwest; acquire it with your binocs. After you identify the subject, crawl down the hillside and head for the cliff wall on the valley's other side, near the bridge. Stay out of the light on the ground nearby so you don't get spotted. Crawl a little ways up the hill on the valley's other side, then turn around to see another lookout tower. Use your binocs and identify that target.

Continue to head northwest along the cliff wall until you see a bridge and ravine below you. Crawl down the hillside and slip into the dark ravine below. Move along the ravine toward the yellow star to the north; follow the path as it wraps around to the east and then back to the north. Use your binoculars again when you spot another tower in the distance.



Crawl up the cliff wall near the bridge to get out of the light and get a good look at another tower.



Carefully make your way into the dark ravine without getting spotted.



Continue along the ravine until it ends. Crawl up the bank to get back to the road. Look around to make sure nobody is near, then run for the hillside on the road's other side. Climb the hill and head west, following the road. Stop and get down if you see anyone coming.

After a short ways, you see another tower ahead. Acquire it with your binoculars—that's the checkpoint you're heading for. There's a guard patrolling the road; wait for him to head back the other way, then continue forward. Stay to the path's right among the trees to help give you cover. When you reach the large boulder, crawl into the camp's center and you successfully made it to your destination without being seen. You are automatically taken back to camp where you can talk to Vincent to leave the area.



There's Checkpoint Violet, so be quiet and get going.

★ QUEEN OF DIAMONDS ★

Identify enemy vehicles for air strike. Be aware of high-profile targets.

BRIEFING

It's good to be back. You men did a lot of the work taking down the soldiers loyal to the Cretin. I'm just glad my leg healed so I could help finish this.

Sniper team: you're on a recon for this mission. Your mission is to infiltrate into sector avoiding enemy contact in sector, then locate and identify enemy vehicles. Watch out, these guys left in the mountain may have had training with the October Brigade. They're not making any rookie mistakes.

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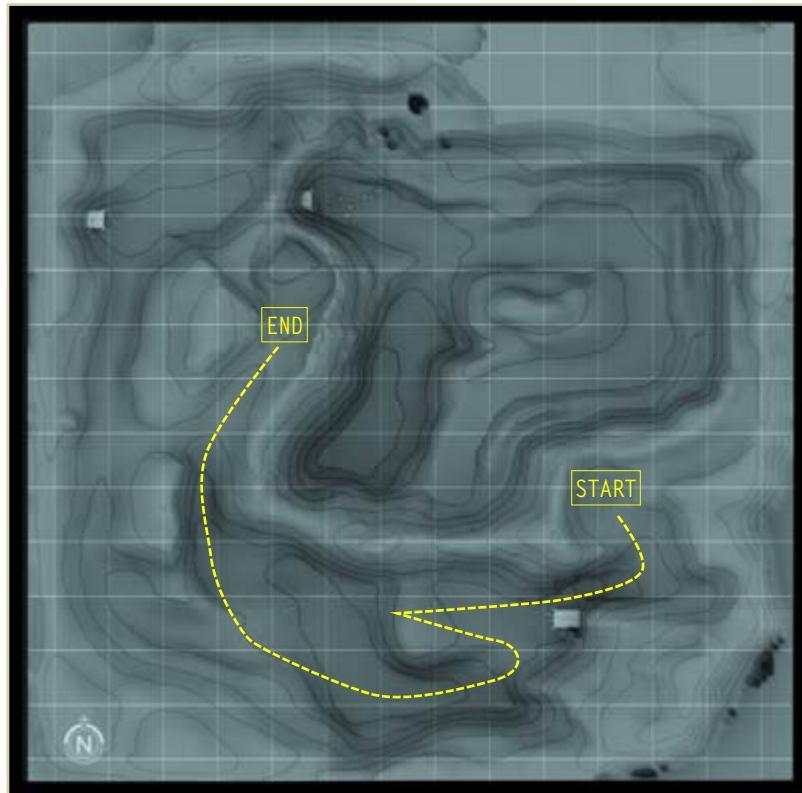
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OBJECTIVES

- Identify enemy vehicles
- Follow squad instructions
- Evade detection
- Identify targets of opportunity



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★ DEPLOY! ★

It's time to put your sniper skills to the test and do a little recon work. When the mission starts, head down the valley to the south and follow it as it winds to the west. Eventually you reach a road where you find a small patrol of enemies walking back and forth across the street from you. Get prone, set your bipod, and bring up your scope. When the patrol gets into view, put a bullet into each one. Do it quickly or they call in a threat and you'll be discovered.

With the area enemy-free, you can move freely. Walk along the road to the west and up a small hill until you reach the cliff's edge. Down below is an enemy camp and some trucks. Get prone and set up your gun so when you get the word you can bring up your scope on the first truck. Keep your sight steady until you have successfully identified the vehicle. Do the same for the other two trucks and you eventually get word to be on the lookout for an enemy commander wearing a beret.



Bring up your scope so you can identify the trucks below.

After you've acquired all the targets, head back to the east toward the area where you first spotted the enemies in the area. Across the road from that area is a valley leading down toward the vehicles you spotted from the ridge. Head down the valley and follow the left cliff wall. As you get close, a three-man enemy patrol heads toward the road you just came from earlier. Wait for them to get a little ways from the trucks, then put them down with your sniper rifle.

With the patrol gone, creep closer to the trucks. As you get close, you see the man with the beret you were looking for. Put a well-placed bullet in him and his friend to clear the area. Unfortunately, these weren't the trucks you were looking for, so you must keep going. Before you leave, you must destroy the radar system. Shoot the box just under the large dish to disable it. You know it is out of commission when it bursts into flames.



Shoot the box under the dish to disable the unit.

It's time to get going, so crawl into camp toward the fiery dish. When you get close, bring up your scope and look beyond the dish to find an enemy sniper in the snow looking the other way. Put a bullet in him, then run past the radar dish and into the narrow valley leading to the north.

Continue to follow the trail north until you hear Vincent say that he sees the trucks. Get close to the area's right side and crawl farther along the path until you see the trucks in the distance. Use your scope again to get intelligence on four vehicles; don't get too close or enemy troops will

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spot you. After you use your scope on every truck, their position is automatically given over for air-strike coordinates. After those bombs hit, you can rest assured they won't be using those vehicles again.



Here's the other set of trucks you need to find in the north.

★ OVERPASS ★

Secure the Chasm Bridge from surviving loyalists.

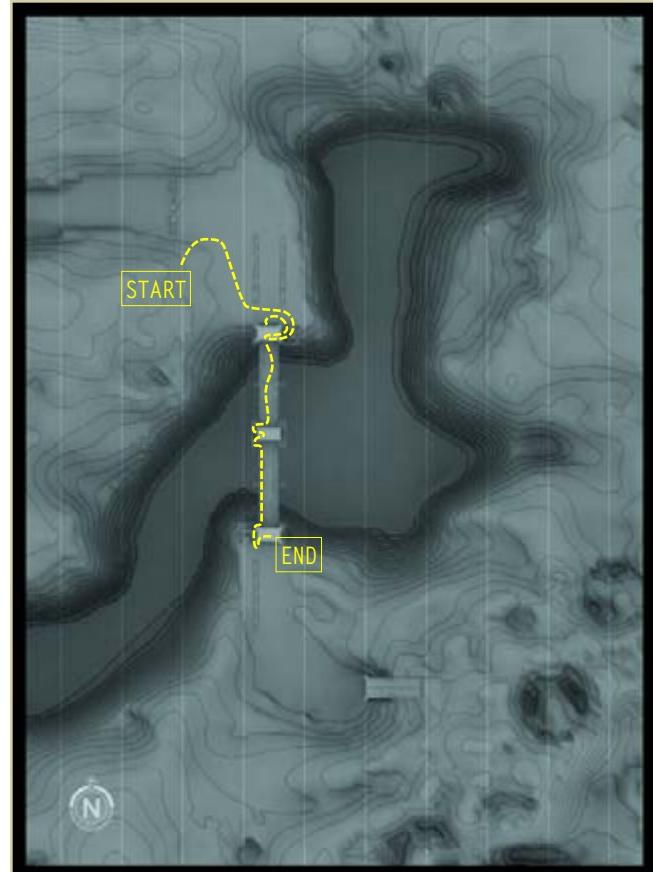
BRIEFING

Our S2 just spoke at length with me about our last mission. The Queen of Diamonds was meeting with this last group of loyalists. That makes the S2 believe that the October Brigade is trying to absorb these regulars into their force. Because of that, the 10th Mountain is going to press into the Southern Expanse to dismantle the last of the loyalist forces.

Since there are few possible routes into the Southern Expanse, the Chasm Bridge is considered key terrain. An AC130 is going to make a pass over to remove any resistance. Our mission is to secure the bridge for use by the 10th Mountain.

OBJECTIVES

- Avoid detection
- Do not engage enemy
- Observe enemy patrols



YOUR TEAM MOVES QUIETLY TOWARD THE CHASM BRIDGE THROUGH THE SNOW.

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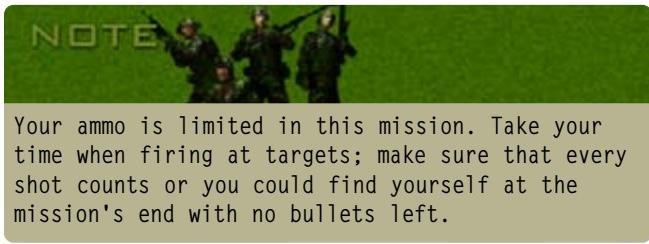
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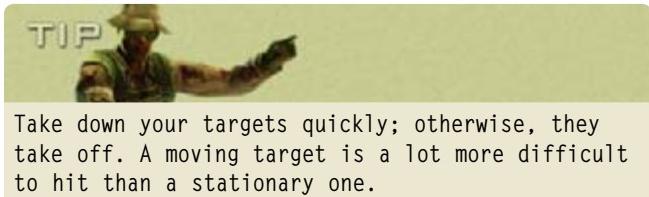


THE ENEMIES ON THE BRIDGE ARE WELL ARMED. GOOD THING YOU HAVE THE SNIPER RIFLE TO HIT THEM FROM LONG RANGE.



You start this mission overlooking the Chasm Bridge. Stay hidden while you keep an eye on the bridge. You soon spot an enemy patrol walking down the road from the bridge. Get prone and bring up your scope. Zoom in on the walking patrol but hold your fire for now.

When you hear from your squad that you and your guys have a clear shot, get to work. Steady your weapon by pressing the Action button. Get your scope on the lead target. At this time, the enemy group should be standing still, making your first kill an easy one. Take your time and finish off the other two.



Those goons wouldn't be standing still if they knew what was about to hit them.

The second squad begins moving across the bridge until they come under fire from the first tower. They can't move forward until that gunman is dealt with. Follow Pvt. Vincent as he runs through the snow to the bridge. Get prone next to him, steady your gun, and zoom in on the tower's middle. Aim for the body of the gunman in the window and fire. After you put him down, the other team can move forward and into the first tower.

Stay in position and watch the bridge. Keep your scope zoomed in on the left side of the archway under the first tower. A couple guards exit a room there. Wait for them to stand still, then put a bullet into each one. After the last one falls dead, the first tower is secure.



Get the enemy soldier firing at your friends from the window of the first tower.

When you have the all clear, run with Pvt. Vincent up the stairs to the tower's left. Head to the tower's top and crouch next to the first window on the left. Stay to the window's right so that you are not visible to the guards in the distance.

Safely hidden, you can ignore those guards for now because you have more important targets. Use your scope to zoom in on the catwalk to the bridge's left. When you hear that there is an RPG in the area, you see two soldiers sneak onto the catwalk. Hit the one holding the RPG first, then take out his buddy.

With the RPG out of the way, get back to those guards. Set up your gun on the windowsill and hit the guard to the left. They are moving targets at first, so try to aim a little ahead of them as they walk. After you take out both guards atop the center tower, the rest of your crew can advance.



The guy on the catwalk is deadly, so take him out first.



When the other team gets close to the middle tower, more enemies appear in the distance. Shoot the attacker who appears on the bridge if your team hasn't already killed him. Next, focus your sights back to the tower's top. More soldiers ran up there to take shots at you. Keep your gun set and pick them off when they stand up to shoot at you. After you take care of the last enemy, your game is saved and you can regroup with Vincent.

Alpha team moves along the bridge below until they start taking fire from ahead. Follow Pvt. Vincent as he scrambles down the tower and along the bridge to the other team's position. Quickly follow him around the right of the center tower and up the ladder on the side. When you reach the top, get on your belly.

Enemy troops are all over the next tower. Bring up your scope and take out any of the snipers who appear in the windows. As you fight the bad guys in the windows, watch the bridge for enemies appearing there as well. Take out everyone you see so you live to fight another day.



Follow Vincent around the tower's right and up the ladder to the top.



More bad guys try to put a bullet in you.

Clear the bridge and your buddies on the bridge can move forward. As Alpha team moves forward, keep your sights on the left window of the next tower; as they get close, another enemy appears in the window. Take him down while your buddies move forward and into more trouble. You can't help them from where you are, so get closer.

Climb down the ladder back to the bridge. On the tower's other side is a ladder leading down to the catwalk; Vincent suggests you take this. Move around the first post, then get prone and get your scope ready. Take out the guy with the RPG who appears next to the tower in front of you before he can do any real damage.



You have a good shot on the guy with the RPG from the catwalk.

Follow the catwalk to the bridge's end, where you find the rest of your team involved in a heavy firefight. Get prone and help out. Stay close to the bridge and use the snowbanks in the area as cover from enemy fire. After the enemies are dead, follow Vincent to the bridge and head for the yellow star.

After the rest of the team clears the building, follow Vincent up the stairs to the top room. To Vincent's left, set up your gun in the window overlooking the snowy road. You soon spot some bad guys. Put down that three-man patrol and the area is enemy-free. For the moment.



You can get a good shot on the last patrol from the window in the tower.

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★ SOUTHERN MILITIA ★

The Southern Militia has entered the fight. Hold them back so your squad can safely exfil.

BRIEFING

Men, we just got a situation update from Captain Hetherington: There have been sightings of the Southern Militia some 20 clicks west of our position. The 10th Mountain is occupied with mopping up the remnants of the loyalist troops. It looks likely that 10th Mountain will need the bridge as an exfil route.

We've been ordered to maintain security of the bridge and establish a checkpoint. Alpha team will conduct a patrol back along Route Marin to ensure it is clear of enemy forces.

OBJECTIVES

- Hold bridge
- Maintain security at Tower three



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THE REST OF THE TEAM EXPLORES THE AREA BECAUSE THERE MIGHT BE HOSTILES ABOUT.



AS A SNIPER, YOUR JOB IS TO STAY ON THE BRIDGE AND PROVIDE LOOKOUT.

★ DEPLOY! ★

You start this mission on the Chasm Bridge listening to PFC Vincent talk about his movie dreams. It doesn't take long to get news that the enemy is in the area. Unfortunately, Sgt. Morales is in the tunnel and unable to get the communications. You and PFC Vincent must give the sergeant some protection from the advancing enemy.

Follow Vincent down the bridge's stairs and crouch next to him. Steady your gun on the walkway's edge, and keep your eyes down the road to the left. Eventually you see enemy units approaching the road from the hills to the left. Shoot them as they come in, but save a shot for the guy with the RPG who



shows up last. After he falls dead, get back to work on the rest of the enemies in the snow.



There's the attacking enemy in the distance.



The RPG is dangerous, so take it out first.

As you fight the enemy threat, the rest of your team heads back to the bridge. Continue to cover their retreat by taking out more bad guys who show up on the road in the distance. Watch for enemies near the bridge's start to your left and in the distance to the right. They are close and can do a lot of damage if you don't take them out quickly. Check your compass as often as you can to see where the threats are. Once all the bad guys are gone, your game is saved and you can get ammo from Vincent.

As the rest of your team moves down the bridge, they need you to help cover them. When you get the order, throw a smoke grenade in the road to cover your movement. Then run down the stairs to the bridge entrance and follow Vincent to the central tower. Climb the ladder on the tower's right side to reach the top. At the top, get prone. This area gives you a good view to cover Bravo team's retreat across the bridge.



That group of enemies gets in really close next to the bridge.

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The attacking force is well manned and well armed, so this is going to be a difficult fight. Set up your rifle on the ground but don't zoom in. Wait until you see a target moving in, then use your scope to take the shot. Immediately zoom back out to look for your next target—it can be hard to see where your enemies are coming from by looking through the scope.

One of the main routes your enemies will take is right up the bridge and through the archway of the first tower you just came from. These terrorists also like to use the catwalks on either side of the bridge. Also watch for the bad guys who get on the stairs to the right of the first tower and fire at you.



The enemy advances on your position. Keep your position on the central tower while you scout for enemies to take out.



If an enemy reaches your tower, get ready for some company because they will climb up the ladders to join you. Turn your attention to the tower's side if you see that an enemy has gotten by you.

Keep up the fight while your men on the bridge retreat. After they are safely out of the way, you get word that a sniper has snuck into the first tower. PFC Vincent sees him and unfortunately knows that the enemy sees him and starts freaking out. Turn around and quickly shoot the sniper in the window of the tower behind you before anything bad happens.

With that sniper out of commission and your team moving along the bridge, it is time for you to get going as well. Follow Vincent down the ladder and back to the bridge below. More enemy units are moving in on your location, so hightail it out of there. Follow your squad across the rest of the bridge and out into the snow. Keep running to the yellow star and the exfil point so you can get out of there and into safety.

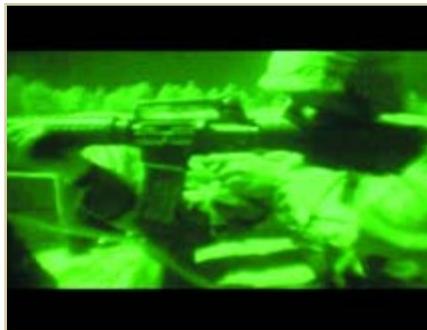


There's the exfil point and safety.





★ FIRE TEAM LEADER



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★ RANGER SCHOOL.

Learn the basics of leadership as you command a fire team of rangers.

BRIEFING

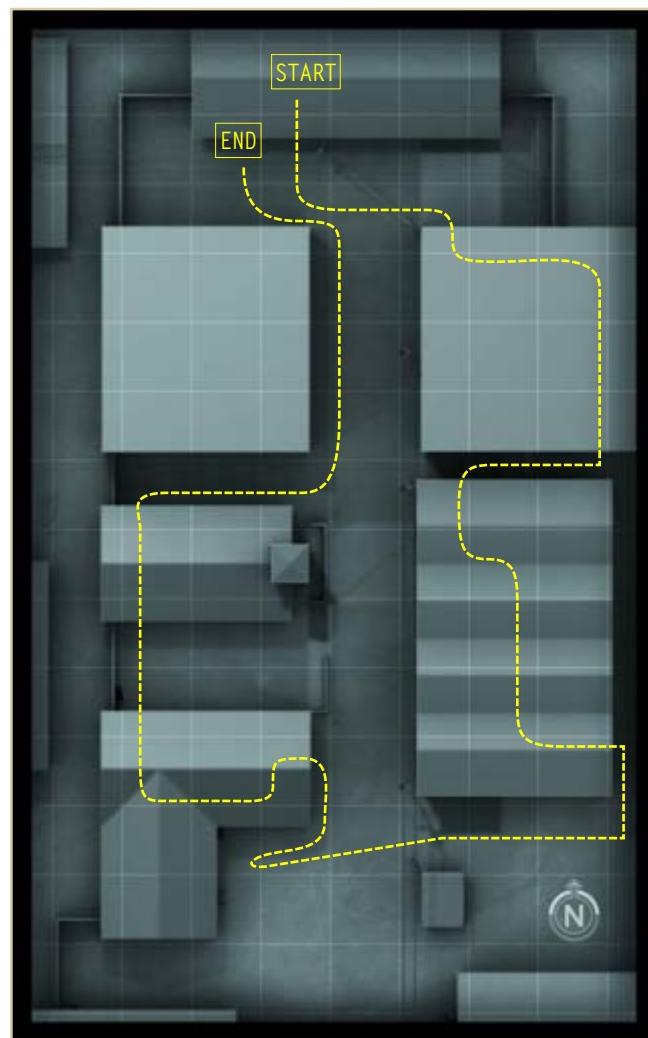
None

OBJECTIVES

• None



THE DARK WAREHOUSE IS JUST
THE PLACE TO START YOUR TRAINING
AS A FIRE TEAM LEADER.



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★ DEPLOY! ★

All right, soldier, it's time to begin your new duty as a fire team leader. But first you need a little training. You begin this mission staring at your men who have a few interesting things to say while they are passing the time. Leave them be for now and head for SSG. Plott, who is standing in the doorway in front of you. He tells you to head down the alleyway to the left to find SSG. Hall. Speak to Hall to begin your training.

After some praise and a quick overview of what you are going to do, follow Hall as he walks to the alley's center. He wants you to command your men to specific locations. These locations are marked by glowing icons, called waypoints, in the alley behind him. Look in the direction you want to send your men, press the Command button, then select the Move option. Do this for both of the glowing lights to show Hall you know what you are doing.



You want to move your men to the glowing icons down the alley.



Sometimes waypoints are hard to see with the naked eye, but they appear on your compass as a yellow star. If you have trouble seeing them in the area, check your compass.

After you order your men to move to the two locations, Hall wants the men to listen to you for the rest of the exercise; however, you will still be following orders from him. Now order your men to move to the waypoint in front of the door of the building to your left. Stand next to SSG. Hall as he moves in front of the door.

Hall instructs you to toss a smoke grenade down the alley to block the view of anybody who might be watching from that direction. After you impress Hall with your throw, he wants you to have one of your men do the same. Bring up the Command menu and choose the squad icon on the screen's bottom to order your troops to do specific tasks, in this case throw a smoke grenade. After both smoke

grenades have been thrown, Hall runs across the alley. Wait for a waypoint to appear next to him, then send your troops across the alley under the cover of the smoke. Run with them and stand next to Hall and the yellow star on the ground.



After you throw a smoke grenade, order one of your men to do the same from the Command menu.

Now that you have followed instructions on maneuvering, it's time for instruction on fighting. When Hall gives the word, send your troops to the waypoint in the center of the alley you just crossed. When your men are in place and the smoke clears down the alley, you see three targets in the distance. Set your sights on one of the targets and bring up the Command menu. Select the Fire option at the menu's left to have your squad fire at the target you are looking at. After your team shoots it down, order them to fire at the remaining targets.

Now SSG. Hall wants you to use your grenadier. A yellow star appears high up in the tower down the alley to the right. Hall wants you to pretend that it is an enemy fighter. Bring up your scope and aim a little above the star in the tower, then open the Command option and select the Grenadier option on the right. This makes your soldier fire a grenade at the target. When he hits the target, you pass this part of the test.



Target those bad guys and use the Command option to order your men to fire.





Order your man to fire a grenade at the yellow star in the tower window.

Your training with Hall is finished, so speak to Sgt. Milford for the next step. He is to the right of the long alleyway you were just looking down. After you talk to him, your team forms next to you at the doorway nearby. Milford explains that you are going to put all your previous experience together with commanding troops for this exercise, which simulates a hostile urban setting.

After Milford gives the go-ahead to start, throw a smoke grenade into the alley nearby. When the smoke is released, order your men to run to the waypoint on the alley's other side. Once you and the first half of your men are across, choose the Squad option from the Command menu to have the Bravo unit come across as well.



With the area secure, you can order Bravo unit to cross the alley and join you.

Now that everyone is safely across, use the Squad option from the Command menu to order your team to breach the building nearby. Follow them inside; when you get the word from Milford, order your men to move through the building to the next waypoint to the east and then to the south. As you and your team move through the building to the rear, more of your men eliminate an enemy patrol outside.

At the building's rear is an open doorway. When you hear that the enemy patrol was eliminated, send your squad to the waypoint outside. Outside, send your troops down the alley to the right and move to the yellow star on the ground near a closed door. The door is locked, so one of your men "unlocks" it for you with a shotgun.

Stay close to your troops as you head through the building to the rear door.



Now that the door is open, order your team inside as you follow. Inside the building, order your troops to the waypoints first to the east and then to the south. Follow your troops to the building's rear, then press the Action button to open the door you find. Your men then move outside and form up along the building. Once everybody is outside, send your men to the waypoint to the southwest of your location around the building's corner.

At this point you run into a little trouble. You get word that a gunman has been spotted in the tower window down the street to the right and you need to get your men across the street. Use the Squad option from the Command menu to have Bravo unit engage enemy units on the ground while you throw smoke in the alley. You can try to use your grenadier to take out the guy in the tower, but he might not be able to see him. If that's the case, order your troops to the waypoint on the alley's other side under the cover of smoke.



While the enemy is engaged with Bravo, you can throw smoke and get your men across the alley.

With everyone safely on the other side, keep moving. You must clear the building of enemies to be safe, which means using the Squad option to split up your group. Two of your men head to the building's rear, so follow your other man to the side. Order him to enter the building, then follow him inside. When you enter, you hear shooting as the rest of your team engages the enemy. Follow your team to a doorway in the back of the building.

Outside you can see the church across the street. Order your men to move into the church and

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follow behind them. When you enter the church, you hear from the sergeant what a good job you did, but he reminds you of your new responsibility. Now head out the glowing yellow door on the church's other side to get back outside. Head north along the dirt road to get back to the starting area and back to Platt to finish the training.



There's the church you must enter.

★ LANDING STRIP ★

The Southern Militia is protecting something valuable: your Ranger platoon must assault the strip to find out what it is.

BRIEFING

All right, Rangers, we will be deploying soon. The Southern Militia has been using temporary landing strips to launch attacks. Their tactics are usually hit-and-run—they abandon the landing strips before friendly forces can get to them.

However, this time intelligence has located elements of the Southern Militia and they don't appear to be running. That must mean they have some precious cargo they are protecting.

OBJECTIVES

- Secure Objective Courtney





IT'S TIME FOR A NIGHT MISSION BECAUSE THE ARMY SLEEPS FOR NO ONE.



WITH NIGHT VISION GOOGLES, THE DARK NIGHT WON'T MATTER MUCH.

★ DEPLOY! ★

When the mission begins, recon the landing strip in the area. Send your troops to the trees in front of you to the east. Move with your troops to the destination, then order them to continue to another spot in the distance. Follow your troops, then get down next to them when they stop for further directions.

You hear talk of a mortar strike, so order your troops to the waypoint in the distance farther to the east. Once there, order them to the next waypoint, then get down on the ground when you get close to the yellow star. Crawl to the hill's edge and bring up your binoculars. Aim them to the southeast to see the enemy forces. Once you have successfully acquired the enemy, switch back to

your normal weapon. Use the Special command to bring in some mortar fire on that group of enemies you just spotted. When the bombs start falling, the enemy starts to stir, so assist your team and the mortar fire in dropping these bad guys.



Keep your binoculars on the enemy until you acquire their position.

With the enemy forces dead and the mortar fire done, order your team to the glowing waypoint in front of you. At the tree line where the waypoint was, sit tight and cover Bravo while they move forward. They don't get far before they come under fire from enemies to the south. Take out the threat before they can hurt Bravo. After you eliminate the threat, order your men to the waypoint next to Bravo to the southwest. Form up with the other team and your game is saved.

Overhead you can hear a helicopter, but, unfortunately, it's not one of yours. As some of the troops start to head to the hills in the southeast, enemies appear over there and start shooting. Select the Squad order to have your team light up the opposition. Assist them until all the enemies are down. Now you can order your team to move to the waypoints ahead.



Just when you thought it was safe to move forward, the enemy appears on the hills ahead.

Follow your team as they move to the big gray rock ahead but stay behind them. Assist them in taking out any bad guys who try to put a bullet in you and your crew. After the immediate area is clear, order your men to move to the waypoints leading up the hill nearby that overlook the landing strip. Then use the Squad command to have them attack the enemy below.

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When you get the order, move your team to the trees to the east. At the trees, go prone near a trunk because enemies are closing in fast. The first wave comes in from the south and east, so assist your team as they try to take them out. But keep an eye on the north because more enemies stream over the hillside in that direction. Use the tree trunk as cover and drop the enemies as they get close.



While your team wraps up enemies from the south, you should fight off the bad guys from the north.

After the area is clear of enemies, move to the shed to the southwest. Order your men to move there. After you get behind the shed, move with your troops to another waypoint to the south; move quickly because there are more enemies about. Duck down behind a tree and take out the enemies in the distance. There are several waves of enemies that come at you, so be patient and stay behind your cover. After the last one is put down, move your team to the waypoints ahead in the distance.

Get behind a tree in the back of the area and get ready for some more shooting. Enemies move in from the west and southwest, so watch your compass to get their exact locations. Fill them with lead when they get in range. Use the Squad option to order your troops to attack. Some enemies are in a watchtower in the northwest; train your sights on them and eliminate that threat as well.



Quickly run for the shed in the distance.



Use the trees for protection from the waves of attacking enemies.

With the area clear, your new waypoints become visible to the west. Move with your team to their new location once another waypoint there becomes active. Stay close to cover and fight the enemies as you move in close to the large gray boulder. Clear the area, then peek around the large rock. Take out any bad guys you see behind it in the distance. With the area clear, order your team to move to a new waypoint that is at a building behind the large gray boulder.

At the building, fight off any more stragglers hiding around the area. With the grounds clear, send your troops into the building where they can drop another gunman before he can hurt you. Move to the back right window where you see a truck begin to move outside. Drop any bad guys who try to charge your location. Watch the door and shoot any enemies who enter.



Look out the window to find lots of things to shoot.

Once the outside is clear, order your men to move to the wall of the next building. Move your men around the building's left to another waypoint, then again around the next corner. Keep working your way around the building until you reach the pink door. Open the door using the Action button; your men then charge in. Come up behind them and help them drop any resistance in the room. The facility might be filled with dangerous chemicals that you just inhaled but the mission was a success. Good job!



★ MORNING PATROL ★

Prevent the militia from regaining their precious cargo.

BRIEFING

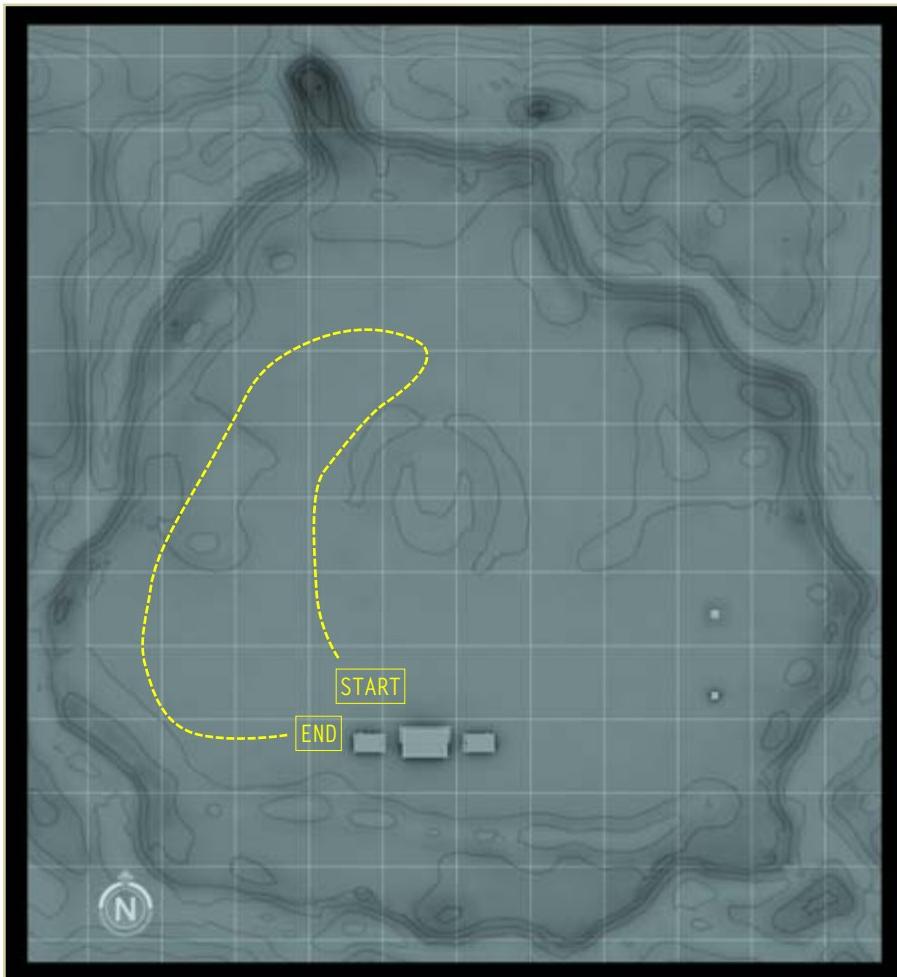
Rangers, I know you've been up all night guarding this shed and the contents. I've just been informed that a Republic platoon is en route. When they arrive, we'll hand over our precious cargo and exfil.

OBJECTIVES

- Patrol the surrounding area



THE STORM OVERHEAD COULD BE A SIGN OF TROUBLE AHEAD.



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★ DEPLOY! ★

With such a large amount of contraband it's hard to believe the October Brigade would just walk away from it. That's why you start this mission on patrol with Alpha to make sure the enemy doesn't get their hands on it again. Walk with your men along the path but stay close to the tree line to the left. When you reach the first checkpoint, you spot enemies ahead. Hit the dirt behind the closest tree for cover.

The enemy converges on your location from the east and north. Crawl around to the south side of the hills you're on so you get some cover from the enemies attacking from the north. Your men can handle most of the guys attacking from the other direction; however, always see if they need help because if an enemy slips by them, you take a bullet in the side.



Use the hill as cover as you fight off enemies attacking from the east.

You put down the main threat, but more enemies flank your position. Get behind a tree and face behind you. Assist your team in eliminating this new threat. After the area is clear, send your troops to the waypoint to the northwest. Sprint to that location and duck behind the large boulder nearby because more enemies start shooting at you. Shoot the enemies in front of you while the boulder protects your side. Then you can mop up any more enemies lurking about.

Clear the area, then you get word that other teams are coming under fire. Send your troops to the next waypoint behind the next boulder. Use the giant rock as cover in case there are any bad guys lurking about. After the area is clear and you move up to the next waypoint, your game is saved.

Run from boulder to boulder so you stay close to cover.



Even with all the fighting you've done, there is no time to rest. You must keep moving to assist your fellow troops. Move with your team to the next waypoint to the southwest. At the waypoint, go prone because enemy forces have moved in on your location from the north. Use the trees as cover while you wait for the next order.

There's no time to celebrate your victory because the clock has started ticking for you to regroup at the landing strip. Sprint with your group to the next waypoint in the southwest. When you get there, use the Squad option from the Command menu to order Bravo team to give you some fire support from the enemies right on your heels. After support is called in, order your team to the next waypoint on the landing strip to the south. Follow your team so you don't stray too far from your men and jeopardize the mission.



Get down and call in fire support from your other team to fight off the enemies on your heels.

Follow your team into camp and your second checkpoint. A Humvee comes tearing into the area. That vehicle has some rangers who will give you the assistance you need. When you hear the order, climb into the tower next to the parked Humvee. From there you can see all the attacking enemies. Go prone with the bipod out to steady your gun, then use your scope to pick off the targets in the distance. When you see a large group of enemies close together, bring up your binoculars and call in an air strike on them to do some real damage.

As you shoot at incoming hostiles, check your compass for waypoints that appear. Send your men to the waypoints where they can better fight off this



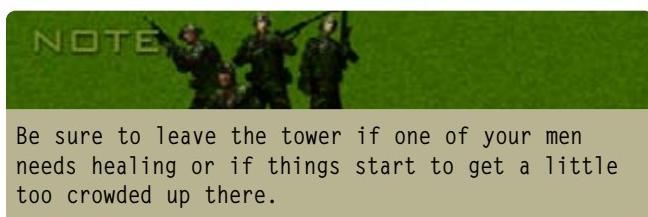
enemy attack. Continue to help out your men on the ground by knocking down as many incoming enemies as possible. After the last enemy falls dead, the area is secure and the mission is a success.



Get in that tower to see the area.



Get your scope up and assist your troops on the ground.



FORTRESS SIEGE

Assault a key training camp of the Southern Militia and recover key intelligence.

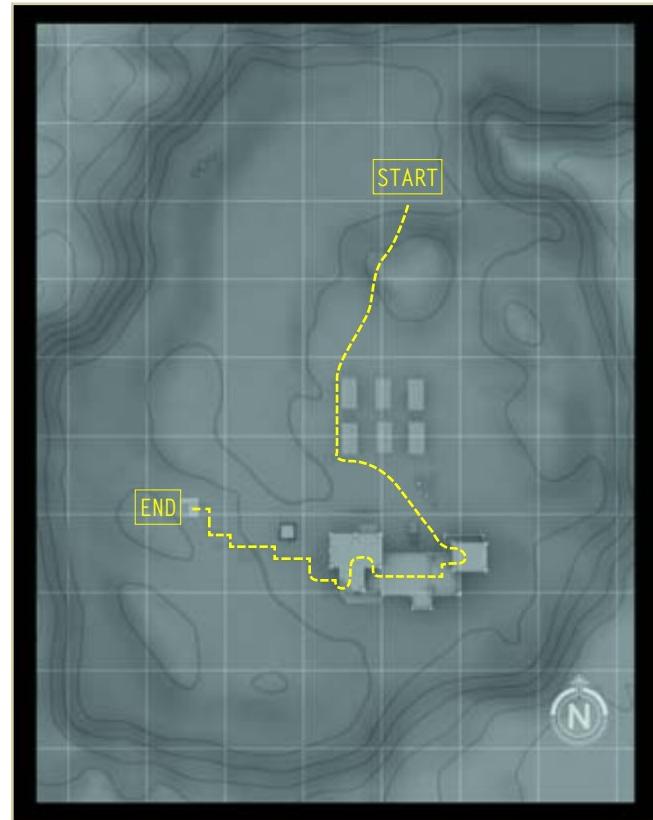
BRIEFING

Rangers, listen up. 10th Mountain will be assaulting the main force of the Southern Militia as part of Operation Mountain Cougar. Our job will be to assault a training facility, codenamed Everest, and seek out and recover any records that might be in the facility.

I've just been informed by the S-2 that aerial reconnaissance has located the Jack of Diamonds within Objective Everest. If we can take Everest and capture this guy, the G-2 boys will have all the intel they need to unravel the mystery of the October Brigade's money trail. This is huge.

OBJECTIVES

- Secure Objective Everest
- Secure all computer systems
- Capture the Jack of Diamonds alive



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WITH THE HELP OF NIGHT VISION GOGGLES,
THE BASE AND ITS OCCUPANTS ARE LIT UP.



THE ENEMY FORCE MIGHT BE LARGER THAN
EXPECTED, BUT IT'S NOTHING YOU AND
YOUR MEN CAN'T HANDLE.

★ DEPLOY! ★

You start this mission in the dead of night with the enemy base just over the rocks ahead of you. Wait silently as your team prepares the attack. As the other team moves around the rocky hill, send your team up the hill using the Move command. Follow your squad to the top of the hill to the right. Use the hillside as cover as you fight the enemies in the base.

The enemy in the headquarters below knows where you are and greets you with a hail of bullets. Assist your team on the hill as they shoot down all the hostiles in the base. Once the area is clear, order your team to move to the next waypoint down

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the hill next to the base. Crouch down and peek around the fence's right to see another waypoint. Order your men to move ahead and follow them into the camp.



Get down on the
hill's right
side while you
shoot your
enemies.



After you rush
the base, use
the fence as
protection as
you take out
the guards.

Stay in the tent area and help your troops take out the resistance near the main headquarters. When the enemies are gone, move closer to the main building until you see the next waypoint. Order your men to move to the building entrance; one of them throws a smoke grenade to cover their movements so everyone can break for the door.

Get in the prone position next to the building's corner as your troops move to the door. Select the Squad option from the Command menu and your men will breach the door. As your team moves inside, watch for any enemies who might appear outside the camp. Drop them before they get too close, then follow your team inside the building, where they should have killed any resistance.



Defend the area
while your men
breach the door.



When the area inside is secure, order your troops up the stairs in the back of the room. Follow your men to the room upstairs and to an old computer. As your men cover the windows, move to the computer and use the Action button to access the files. Secure the computer, then order your men to go through the open door and out onto the roof.

Follow your men outside and get ready for action. In the doorways on the roof's other side are some hostiles taking shots at your men. Move around the roof until you get some clean shots and can take them down. After all the enemies outside are killed, order your men to move across the roof. Move with them and help them take out enemies in the room through the open doorway.



Access the computer to get what you need.

After the room has been cleared, order your men inside. Follow them in and clean out the rest of the upstairs. Move from room to room, watching for red dots on your compass to indicate enemy locations. Use the doorways as cover as you lean in to blast the opposition. After you clear the top floor, order your men downstairs to clean out the basement.

Head down the first flight of stairs, then turn right into the side room and down a second flight of stairs to reach the lower level. Stay behind your men and let them clear the way. In a room at the bottom of the stairs is another old computer and a long dark tunnel. Secure the area, then use the Action button to access the computer.



Move down the stairs to see what is lurking in the basement.

After you work with the computer, you get orders to check out the tunnel in the area. Crawl into the tunnel to find the Jack of Diamonds inside. Hold your fire as you crawl inside. After you move a little bit into the tunnel, you see that he doesn't get very far as he gets caught by friendly troops. Good job!



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★ JACK OF DIAMONDS ★

The militia has returned sooner than expected. Protect your prisoner and your squad from the counterattack.

BRIEFING

Rangers, we are now on the defensive. Bravo, I need you to secure the downstairs. Get those doors barred and set up positions in the window. Alpha, you need to head to the roof and set up. Get eyes on the Southern Militia; I need to know the size of their force.

Air support will probably be a no-go; we're going to have to hold out until Uniform Six can reach this location and provide us with an exfil. The enemy forces are fleeing from 10th Mountain. They should only have small arms but possibly some RPGs as well.

OBJECTIVES

- Defend the fortress
- Protect Jack of Diamonds
- Secure underground passage



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THE ENEMY WILL COME BACK
TO ATTACK THE BASE.



THE ROOF IS A GOOD PLACE FOR YOUR
MEN TO DEFEND THE AREA.



★ DEPLOY! ★

It's time to defend the building against the enemy attackers. The first wave of enemies comes at you from the north. Get behind the line of sandbags on the roof and wait. It doesn't take long before they start cresting the hill in the distance and charging your location. Move around the sandbags to get better shots as you assist your team in taking them down. After a few waves of attacks, you get word that some enemies are starting to come from the south. Look around the back of the building and take out any enemies who get in your view. Return to the north when they are out of sight because that is where the main enemy force is coming from. After you kill enough of those terrorists, regroup with the ACE phase so you can fill up on your ammo.



The enemy is attacking you from the same direction you first attacked the base.



Enemies try to sneak up on you from the south.

When the ACE phase is over, get back to work fighting bad guys. Move to the rooftop's back wall and hit more troops trying to sneak in from the south. After a few waves, you hear that some of the incoming troops have RPGs. Fire everything you have at those troops before they can fire their heavy ammo at you. Try to hit them as soon as they are visible, but they do become easier targets as they run behind the building.

When the back of the building is clear, turn around and help your team fight more of the troops attacking from the north. Watch your compass and return to the south when you get word of more troops approaching from that direction. Those enemy troops just don't learn. Wave after wave keep

rushing in from the south. Stay close to the sandbags overlooking the southern entrance and keep mowing down any enemy who shows his face. After you defeat enough enemy waves, they finally give up and you successfully defend the base.

Try to hit your enemies before they get too close.



But they do make larger targets when they get nearby.



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SPECIAL FORCES WEAPONS SERGEANT



ROBIN SAGE



Lead a team on a rescue mission as part of a Robin Sage exercise.

BRIEFING

None

OBJECTIVES

- None

DEPLOY!



You start this mission in the dead of night standing next to Capt. Houser. He tells you to talk to Capt. Blaine to start this exercise. Blaine is behind you with the yellow star at his feet. He tells you to make any modifications to your weapon now before you start the exercise.

Talk to Sgt. Dowd standing next to the tent behind you. He fills you in on everything you can do to your weapon. Normally you would adjust your weapon before the start of a mission, but since this is your first opportunity, you can do it during a mission. Step up to the table next to Dowd and hold the Action button to get a new piece of equipment for your M4.

There are a few different pieces you can add to your weapon. Every time you put a new piece on your gun, test out how it works by shooting at the targets nearby. Decide what piece you want added to your M4, then talk to Dowd again to confirm your selection. He tells you to talk to Blaine when you are ready to start this exercise.



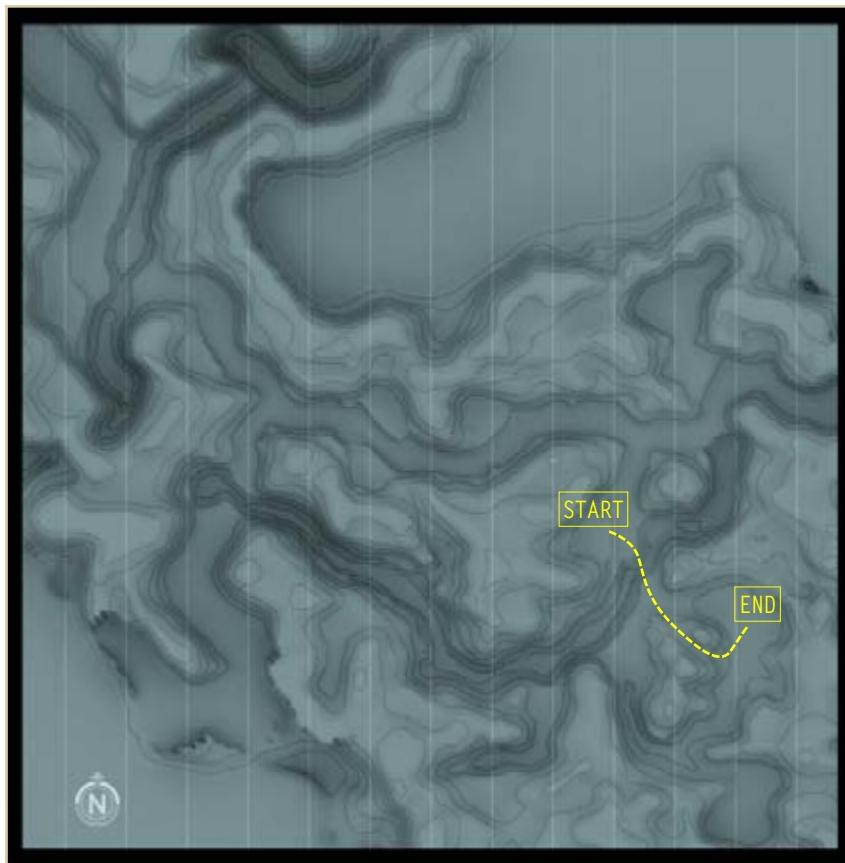
Talk to Sgt. Dowd to get new pieces of equipment to add to your M4.

Test out the different additions to your weapon on the targets.



Cpt. Blaine briefs you on what you will be doing. You are going to be working with and leading indigenous forces to accomplish your mission. After you get the rundown, order your men to move to the waypoint to the east next to Capt. Houser. Houser gives you the plan and then it is time to begin. Order your men to move to the waypoint past the bridge in the distance.

Move to the front of the parked car to see a camp in the distance to the left. Bring up your binocs and hold them steady until you identify the camp. Switch back to your M4, then order your men to the waypoint on the hill to the southeast.



Use your binocs to identify the camp in the distance.

When you and your men reach the waypoint on the hilltop, advance to another waypoint farther to the southeast. Get on your belly when you reach that location and crawl forward until you spy the enemy camp you spotted earlier. Bring up your binocs again to identify the opfor commander there. After you identify the commander, switch back to your M4. When you get the go-ahead, start your attack.

A timer is ticking in the screen's bottom right corner, so be quick. Target the enemy troops in this exercise and shoot them down. After you put one down, move on to your next target. Don't hit the commander or the prisoner in the camp's center. Once you eliminate the enemy threat, order your men to the

waypoint in the camp's center. Move up to the enemy commander to take him alive. Good job; you successfully completed the Robin Sage training exercise.



Shoot the enemies in camp.



Try to take the commander alive.

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★ RENDEZVOUS ★

Make contact with friendly militia and observe the indigenous force's tactics.

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BRIEFING

As you are aware, the October Brigade has been conducting offensive operations to weaken and destroy the militia of many of the Southern tribes. U.S. conventional forces could easily destroy the October Brigade with a major assault, but after recent events that option is no longer politically acceptable. Special Forces therefore will assist the Southern tribes in their efforts to defeat the October Brigade.

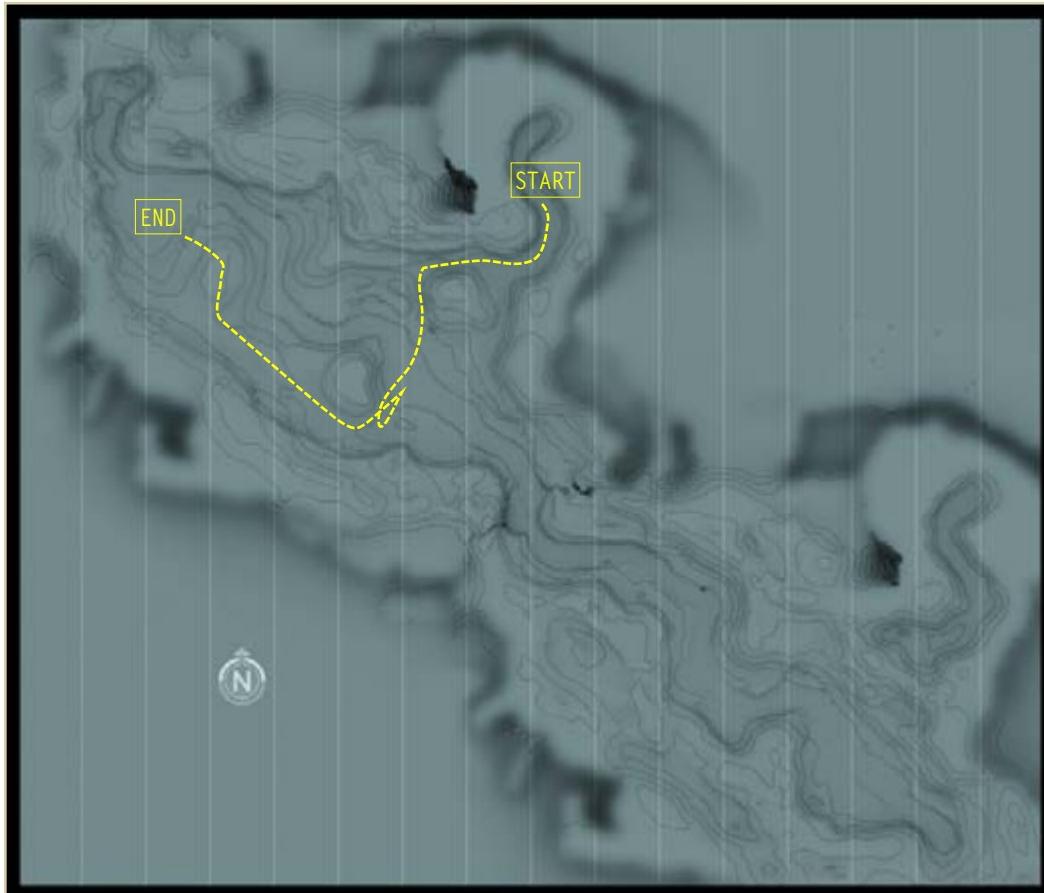
Our team's mission will be to make contact with one of the militias fighting against the October Brigade and to assist them. The tribe that we will be working with has an excellent reputation and is trustworthy according to the S2. We will link up with that tribe and assess their readiness.

OBJECTIVES

- Follow and observe indig force
- Destroy Brigade convoy



THE FOREIGN LANDS LOOK A LITTLE LIKE PARADISE.





UNFORTUNATELY, THERE ARE BAD GUYS ABOUT, SO YOU MUST DO SOME CLEANUP WITH THE LOCALS.

★ DEPLOY! ★

As soon as you start the mission, you are on the go following the indig forces through the dry ravine. You don't go far before you link up with more of your squad. You are then instructed to move with the indig forces for some recon work. Follow Dion and a few other indig forces along the dry ravine.

The dry ravine eventually leads to a place overlooking the valley below, and you get word to scout out the convoy traveling along the road in the distance. Run with Dion to the large rock in front of you, then bring up your binocs and aim for the road to the west. Keep your binocs fixed on the convoy until the meter at your screen's bottom fills up, indicating that you have successfully scouted the convoy.



The enemy convoy is moving along the road in the distance, so you better set your binocs on it.

After you successfully scout the convoy, bring up your M4; it's time to teach your enemies a lesson. Follow Dion as he runs toward the river and then across it. Place a claymore at Objective Doberman, indicated by the yellow star. When you reach the objective point, hold the Action button to place the explosives.

Once the claymore is in place, backtrack to the yellow star and get down. Wait for the convoy to move over the claymore, then press the Action button to detonate the explosive. With the truck out of commission, you can assist your buddies in taking out the enemy troops buzzing around the wreckage. Also keep an eye on the hillside to the wreckage's right for more enemy troops.



Plant the claymore, then run for cover.



Stay down while you fight the enemy troops running around the area.

After a great victory, your indigenous friends want to keep up the attack and move toward the enemy base. Move next to Msg. Barnes (with the yellow star at his feet) for further orders. Unfortunately, you get the word to keep up with the indigenous forces and prevent them from killing themselves. Follow Barnes down the road and get down next to the large boulder nearby. Assist Dion and his men in clearing the area.

When the immediate area is clear, smoke is thrown down the road to hide your movement. That's a good thing because more enemy troops appear in the distance. Follow Dion and his men as they move farther down the road. Use your M4 to put down the new threats that enter the area. Everyone stops near another large boulder to the road's right. As everyone fires on the new enemies approaching from the road, look around the boulder's right and drop the two enemies trying to sneak up from that direction.

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Get those bad
guys trying to
flank you.

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Join Dion and his men as they start moving down the road again. Get down on the ground when more enemies start shooting at you from the rocks ahead. When you get the order, move to the yellow star on the hilltop nearby. Wait for your men to throw smoke, then head down the hill and into the enemy encampment. Use the camp's broken walls as cover while you shoot at your enemies. After you kill enough of the bad guys, they take off running like cowardly dogs. Unfortunately, Dion gets hit by a hail of bullets and is down for the count.

Use the broken
wall of the
enemy camp as
cover so enemy
fire doesn't
hit you.



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★ OCTOBER BRIGADE

Reform the indig force under your command and assault the October Brigade's mortar.

BRIEFING

November three, you need to take command of that indig force before there are any more casualties. November five has reported a mortar position somewhere along the river basin southeast of your location. The plan is to move another platoon of indig forces out of the village, but we can't execute until that mortar threat is eliminated.

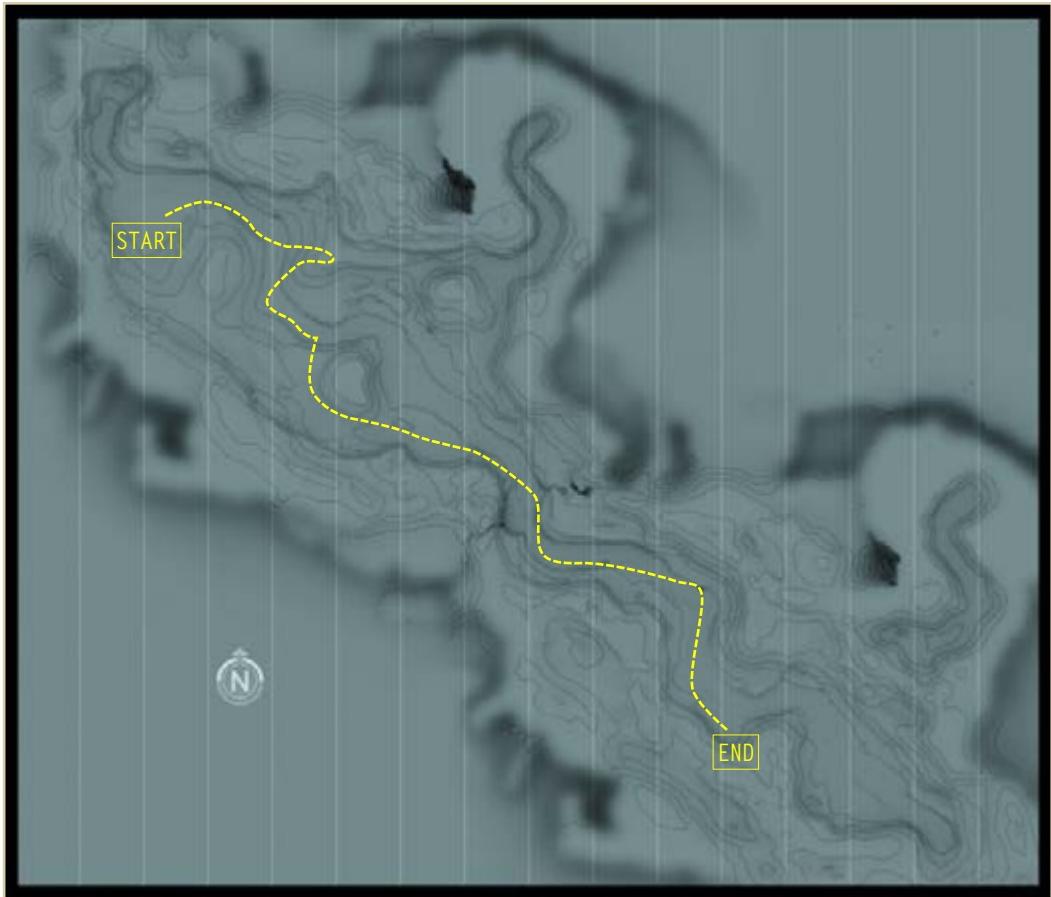
You'll need to move down the river basin and find the mortar. After that attack on the convoy, the brigade will have been alerted to your presence.

OBJECTIVES

- Eliminate any Brigade soldiers
- Destroy the enemy mortar
- Secure any enemy intel



THERE IS NO TIME TO REST IN THIS OASIS AREA WHEN THE BAD GUYS ARE ON THE MOVE.



★ DEPLOY! ★

Dion was killed, but his cousin Timolion comes to help you, and he speaks English. To start, choose the Squad command and have everyone form up in the area. When everyone is ready, order your men to head to the waypoint downriver to the northeast. The area around the waypoint looks clear, so move with your men to the next waypoint downriver. After you move downstream, you get the order to move your men to higher ground, so order them to the waypoint on the hill to the southeast.

At the yellow star on the hilltop, you get a clear view of the land beyond. The land has enemies in it who see you and start shooting. Get prone on the ground and shoot back as you cover the other squad on the move. Keep shooting until mortars rain down around you. That is your cue to get off that hill! Order your men to the waypoint to the right.



Follow the river downstream.

Order your men up the hill to get a better look at the area.



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Once you reach the river, order your men to continue moving from waypoint to waypoint down the river to the south. Stop and drop any enemy who tries to interfere with your movement. Stop at the small bend in the river with your men and get down in the water. Enemies start to pour into the area in front of you. Open fire as soon as you see them, and don't stop until those left standing try to flee.

After the area is enemy-free, order your men to move to the waypoint to the south next to the other squad. There you can form up again with Msg. Barnes. You don't get much of a rest because Barnes has you on the move again. Order your men to the waypoint to the east and get going.



Stay low and fire at the enemies downstream.

The enemy is in the distance waiting to ambush anyone coming down the river. Lucky you didn't go that way. Order your men to move to the waypoint behind the large boulder in front of you. Unfortunately, that area is not close enough to fully take on the enemy forces. Throw some smoke down the road and wait for it to fill up the area.

When the view is blocked, order your men to the waypoint across the road. However, the enemy is still on the move, and you still aren't close enough. Wait for your team to throw another smoke grenade, then order them to the next waypoint. Get behind a rock and fire on the enemy down the road. As you fight the enemies down the road, watch the river's other side for more enemies trying to sneak up on you from that direction.



Throw smoke in the road to cover your movement so you don't get hit.

Deal with the bad guys, then use the Squad command to order your men to form up. Barnes comes in to go over the game plan. After he's done talking, order your men to the waypoint across the river. On the other side of the water, order them to move downstream from waypoint to waypoint. Always stop to drop any enemies who get in your way.

When you get far enough downriver, you get word from Barnes that they are going to move up as well. Order your men to another waypoint around the corner to the south. When you reach the area, you see enemies ahead. Shoot at them and use the Squad option to order everyone to form up.



Work your way downriver, moving from waypoint to waypoint.

As you fight, it's time to move up, so order your men to the next waypoint to the southeast. When you reach the next point, use the Squad command to have Bravo cross the river. After they cross, mortar fire starts to rain down around you; order your own men to the waypoint across the river as well. When you get across, continue downstream, moving from waypoint to waypoint as the enemy retreats.

After your group gets to a safe location behind a large boulder, order Bravo team to advance with you. After Bravo moves down, order your men to the next waypoint. Fight off enemies in your path until all of them are dead, then order Bravo to move up as well. Order your team to move downstream with Bravo. You run into a big group of enemies and a mortar nest. Destroy it with a well-placed frag grenade.

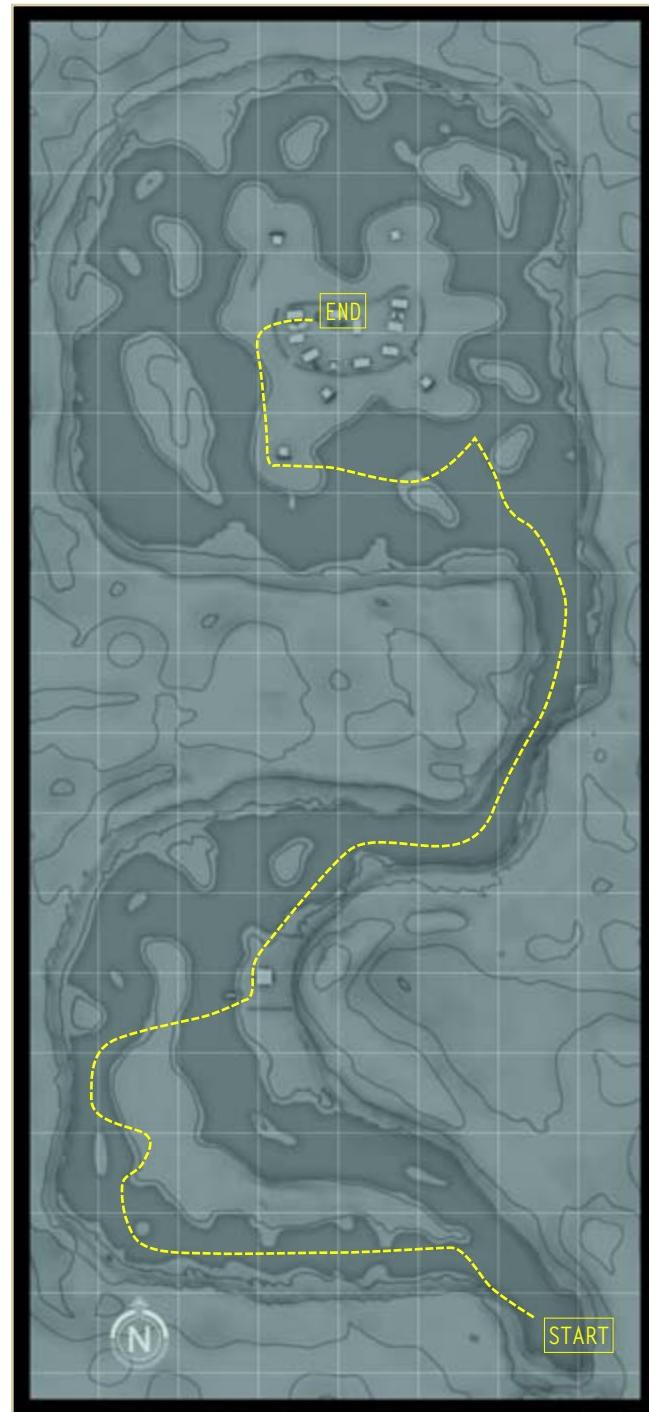
Finish off the remaining enemies in the area; then you get word to search the tents for intelligence. Move to the table and use the Action button to collect the info you need. Head outside the tent and get prone, facing downriver. When the enemy tries to rush your position, put them down with ease. After you eliminate them, this part of the mission ends. It's too bad your translator didn't make it.



Fight off the enemy resistance to make the area safe for you and your men.



Check the tents for important information after all the enemies are dead.



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★ COMBINED FORCES ★

Lead a team of indigenous forces to destroy an October Brigade training camp.

BRIEFING

Our operations in the river basin produced some key intelligence. There is an October Brigade training camp in the wetlands about 20 clicks from the location of our last fight. Apparently this camp is being used to prepare brigade troops for an upcoming offensive.

Our detachment will be conducting a night raid to destroy the camp. November one will occupy a high point to provide observation and security for the other teams. November four and five will establish an ambush to destroy or capture troops that will be departing the camp. November three, our team, will infiltrate the camp itself and assault to destroy remaining enemies and seize information critical for future operations.

OBJECTIVES

- Secure the main enemy camp
- Quickly eliminate the enemy patrols
- Secure any enemy intel



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YOUR SQUAD PREPARES
FOR A NIGHT MISSION.



This is a stealth mission, so use a suppressor and a scope for your weapon. If the enemy spots you and alerts others, you fail.

★ DEPLOY! ★

Barnes gives you a rundown on what's going to happen on this mission, then it's time to get started. Order your troops to the waypoint to the northwest. From there, order them to a waypoint to the west. As you get close, an enemy patrol approaches. When you spot them, get prone; when they get within range, fire until both are dead. Your shooting made a lot of racket, but your indigenous forces tell you that it is hunting season, so the enemy won't think anything about the gunfire.

Once you put those goons to an early death, get moving again. Send your men to the next waypoint to the west. As you move up to your destination, another enemy patrol is in the area. Quickly put down the threat with some well-placed shots. Continue to the next waypoint to the northwest. As you move forward, an enemy runner tries to get away. Quickly put a bullet in him before he gets too far or he alerts others to your presence. Take down his friend in the area as well. If he alerts his friends, shoot them when they get into sight.

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Drop the enemy patrol before anyone gets hurt or the enemy is alerted.

After you hold off the attacking force, it is time to move again; send your troops to the waypoint to the west. As you approach, enemies converge on your location from ahead and from the right. Get some cover from some nearby rocks as you take them out. After the threat is gone, send your men to the waypoint to the northeast. As you get close to the hillside, more enemies emerge for you to drop.

With that group out of the way, assault the camp around the corner to the east. Stay close to cover and drop the enemies who are outside trying to shoot you. Once the first wave of enemies is down, a second comes charging out for you to kill. Eliminate the enemies, then send your men to the waypoint across the river at the camp. Once across, use the Squad command to have your guys secure the building.



The enemy swarms
the camp
like bugs.

After your team secures the building, form up with Barnes on the building's other side. Time to move on, so send your guys to the waypoint to the northwest and follow them downstream. If you spot an enemy on the way, drop them before continuing. At the end of the narrow waterway is a clearing and the camp you were looking for. Hold tight and wait for directions.

After you go through the ACE phase, you are free to move again. Direct your team to the waypoint in the north next to the large boulder. From there, bring up your binocs, peek around the boulder's left, and identify the watchtower at the camp's center. After you identify the watchtower, move



with your team closer to camp. Bring up your scope and drop the guard in the tower. After he falls, use your Squad command to have your team form up to the south.



Now that your team is tighter, identify another tower. Again, bring up your binocs and scout it out. After you identify it, move up to the yellow star on the ground. Get prone and quickly take out the guard in the tower before he can set off any alarms. After he falls, kill anyone on the ground and order your team to form up again.

After your team forms up with Barnes, it is time to move again. Use the Squad command to send off part of your team. Next order your squad to move to the waypoint nearby. After you move with them, eliminate any enemies in the area before they can alert others. With the area clear, use the Squad command to order Bravo to move up; then order your men to move to the waypoint nearby.



At the waypoint, have your men move to the next point to the north, but stay where you are next to the tower. As they get in position, look to the camp to the north and drop the enemy on patrol. When the coast is clear, send Bravo to join the others. After everyone is together again, send your troops to the waypoint in the north and attack the two guards on patrol.

Once you secure the area, use the Squad command to bring up the rest of the men. As the rest of the team moves up, watch the tent to the left for more enemies to emerge. Put them down quickly before they run away to alert others.

The guards on the ground are quick and will run away to alert others if you don't kill them quickly.



With the outside secure, use the Squad command to send in your team to secure the camp. Move inside to help them drop any resistance. From there, order your men to the waypoint at the camp's center. Move to the tent at the camp's center; use the Action button to grab the important documents from the table. Your mission is done for now, and the rest of your team can blow the camp to pieces.



That tent has the intelligence documents you need.



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★ DEMOLITIONS ★

The Chasm Bridge is part of the Brigade's plan; foil them with a cratering charge.

BRIEFING

Based on the intelligence we uncovered from our raid on the wetlands camp of the October Brigade, it is clear that the Brigade has been planning a coup against the new Republic. As part of their strategy, they have cached a number of tanks and armored vehicles in the mountains of the Southern Expanse.

To effectively employ the armor, they must move them out of the mountains. The most ideal route would be via the Chasm Bridge. The bridge provides an essential travel route for the region, so we can't just destroy it. However, with a cratering charge we can so damage the bridge that it is unsuitable for heavy armored vehicles.



OBJECTIVES

- Eliminate enemy patrols
- Secure Towers one and two
- Protect the demo team
- Rescue Pyrrhus



THAT BRIDGE LOOKS FAMILIAR.



THE BRIDGE MIGHT LOOK ABANDONED BUT LOOKS CAN BE DECEIVING.



★ DEPLOY! ★

It's time to damage that bridge just enough so that your enemies can't use it to their advantage. After the mission starts, follow Sgt. Morales as he runs forward, because an enemy patrol is moving along the road ahead. When the rest of your team goes prone, do the same. Wait for the patrol of three bad guys to come into view as they walk from right to left along the road. When you see all three, open fire. With your team's help, you take them down with ease.

Once the patrol is dead, follow your team up the hill nearby. At the top, help your team as they engage another group of enemies on the road near the start of the bridge. Kill those guys, then follow Barnes down to the road. More enemies attack you from the road's other side, so get down. Fire a few shots at them while your other men sneak up on them and take them out.

As the fighting with the enemies across the road continues, watch the first tower over the bridge. Enemies might appear in the windows and try to shoot you when you're not looking. Assist your team in dropping them before they can drop you. Use the trees and rocks in the area as cover while you continue to fight.



Attack the enemy patrols around the bridge before they can hurt anyone.

Watch the tower for enemy gunmen.



When the coast is clear, follow Barnes to the start of the bridge. Run across the road to the bridge's other side while Barnes shoots at enemies down the bridge to cover you. Now it is your turn to cover for him. Peek around the bridge's corner and shoot at the bad guys so Barnes can cross without getting hit.

Once Barnes is safely across, follow him up the stairs nearby. You two must clear out the upstairs while the rest of the guys clear the bottom. The door at the top is locked; open it with your shotgun. When the door is open, stand back because Barnes tosses in a frag grenade to clear the room. After the grenade goes off, follow your buddy into the room and clear out any survivors.



Locked doors are no match for your shotgun.

Move to the tower's windows that overlook the bridge. More bad guys appear, so cover the rest of your team as they attempt to move across the bridge. The enemies stop almost under your location, so you must stand to shoot down at them. Use the window's sides as cover so you can shoot at an enemy without getting hit by his buddies. After you put down the first three enemies, watch for another one to shoot at you from farther down the bridge. When you put down all the enemies, your game is saved.

Now, form up with the demo team to disable the bridge. To get back to the bridge, head down the stairs you used to get into the tower. Run to the yellow star across the way to the west. There you find the rest of your team and a catwalk you must move across. Move down the catwalk to the yellow star and get prone. Your job now is to protect Cpt. Loomis as he walks down the catwalk. Shoot the enemy who appears on the lower catwalk as Loomis gets about halfway down the catwalk.

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*Drop that fool
who tries to
shoot your man
as he moves
along the
catwalk.*

Once Loomis gets safely to the bridge's middle, form up with him. Run along the icy path that Loomis was on until you reach the walkway's end at the bridge's center. From there, you get word that enemies are approaching and that you must defend the right side from attack. Move to the inside arch and get prone. Bring up your sights and shoot all the enemies coming at you.

After you eliminate the threat, other members of your team throw smoke down the bridge. Head around the middle tower's right side. There you find a ladder; climb it to the top. Waves of enemies come at you from the bridge's end, so keep your gun ready. Most come through the center arch of the last tower, but some walk up the stairs to the right, so watch that area as well.



Keep up your defenses until you hear that the explosives have been set. Just when you think you can retreat, someone goes running out onto the bridge. It's Pyrrhus. Well, at least you know where he is now. Climb down the ladder and run down the bridge to the south. Your men throw smoke to cover you, but some enemies might get close enough to see you, so take them out.

Work your way down the bridge's right side until you see Pyrrhus on the ground. Get close to him and hold the Action button to get him to follow you. Backtrack to Bravo at the bridge's center. If Pyrrhus stops, you must stop and get him. When you reach the center tower, Pyrrhus is safe and you can get back to shooting any bad guys on the bridge while Bravo falls back.

Once Bravo is away, it's your turn. Follow Barnes as he retreats down the bridge toward the exfil point. You don't want to stay around too long or you'll be part of the show. After you exit the bridge, head up the hill to the left to join your fellow soldiers. When you get there, the bridge explodes, ensuring that the enemy won't be able to use it.



*Get Pyrrhus
and get out
of there!*





★ SPECIAL FORCES OPERATIONS SERGEANT



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★ TROJAN HORSE ★

The Brigade is smuggling weapons out of a warehouse in the capital.

BRIEFING

Welcome back. As you know, the Southern Militia has aligned themselves with the Republic. Meanwhile, the battered remnants of the October Brigade, under the leadership of Col. Alexander, have shifted their tactics to those of a terrorist organization. Our mission will be to help the local forces.

Here is the current situation: the remnants of the October Brigade have established a sophisticated smuggling operation out of the capital's port district. Our indig chief Pelopidos has been doing the intel for this one. We're assaulting a warehouse in the capital that is a front for the terrorists.

OBJECTIVES

- Quickly eliminate guards to prevent detection
- Secure the warehouse
- Secure the weapons caches



THE GUARDS AROUND THE WAREHOUSE DON'T KNOW WHAT'S ABOUT TO GO DOWN.



USING THE TRUCK, YOUR TEAM WAS ABLE TO SNEAK IN UNDETECTED.



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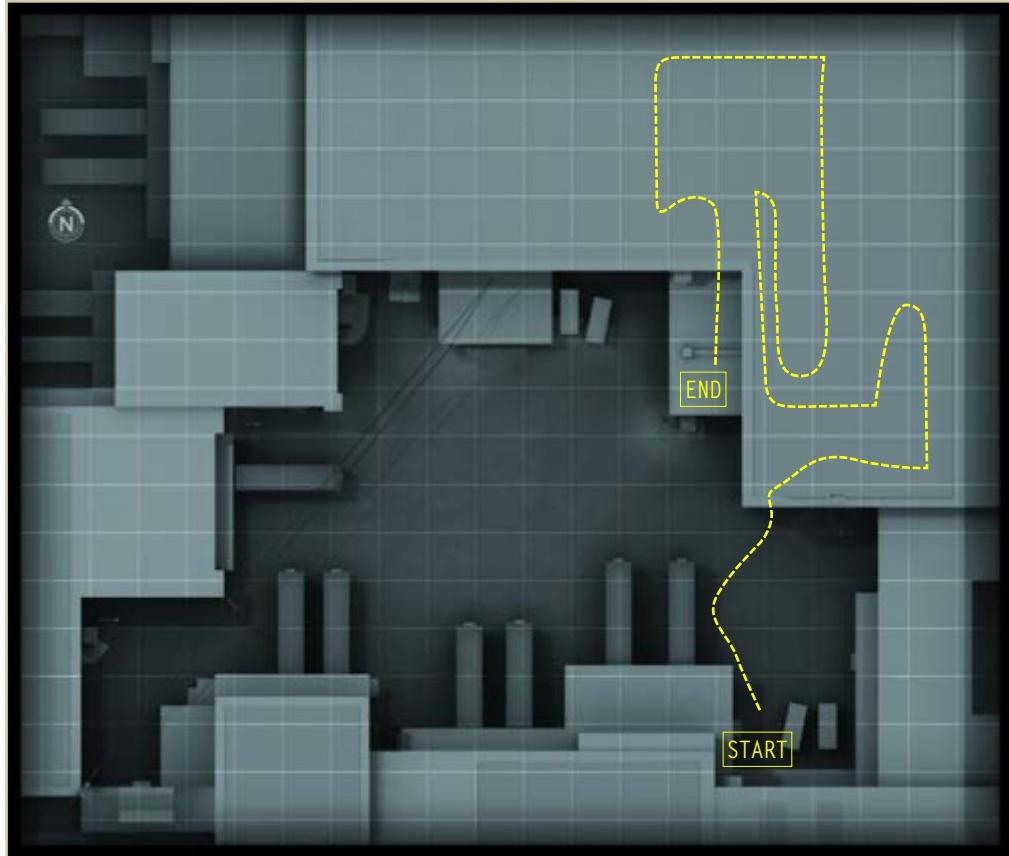
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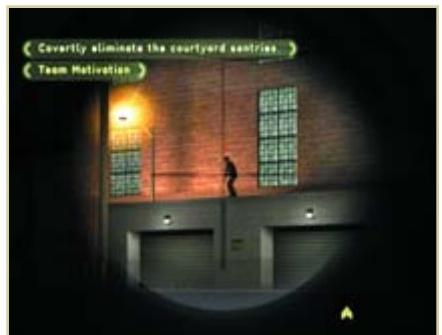


★ DEPLOY! ★

You and your team made it into the warehouse compound undetected. Now you just have to make it into the building across the way without bringing too much attention to yourself. That means you must eliminate anyone who wants to stop you. Get prone and crawl to the walkway's end. Peek around the end to the left to see truck containers lined up. You also see a guard crouching along the ground behind the last truck, so put a bullet in him.

The weapon you're using is silenced, so the other guards won't hear when you take out their friend. Now crawl out into the courtyard until you see the next guard on the small rooftop to the northwest. Take him down with a well-placed shot. Creep out a little farther into the courtyard until you see the last guard on the roof to the west.

*Get the guards
on the rooftops
before they
spot you.*



With the courtyard clear, you and your men can advance. Give the orders to move to the waypoint near the building in front of you to the north. Once your men are surrounding the door, press the Action button to open it. With the door open, select the Squad command to have your troops enter the building. Move inside the door you just opened and order your men to move to the waypoint down the hall. They stop when they reach the corner; order them to the next waypoint down the hall to the left.

Your men stop halfway down the hall because there are two ways to go. There is a half-opened door in the left wall, behind which is a waypoint. Skip this waypoint and have them run down the rest



of the hall. After your team stops, look around the corner and get your sights ready. Put down the two guards who walk into view in the next room.



Send your troops to the waypoint at the hall's end.

When the guards are dead, your team rushes in to set up a defensive position. Follow them into the room, and have them move to the doorway in the back of the room to the west. Once the troops enter the next hallway, use the Squad command to have them secure the secondary cache in the next room.

Unfortunately, the next room has several more guards than expected, and the enemy is alerted to your presence on the base. Enter the room and get prone behind the crates nearby. Assist your men in fighting off the attackers. Peek around the crates' right and shoot the enemies who try to rush you from that direction. Also watch for enemies shooting at you from the windows high up the walls from the back of the room.



Stay behind the crates as you take out your enemies.

After you eliminate the threats, get going. The best possible route is through the airshafts. Backtrack through the door you just used, and order your men to do the same. Move from waypoint to waypoint back the way you came until you reach the elevator shaft. Check your compass to see where the next waypoints are.

At the elevator shaft, your team forms up. Enter the elevator and climb the ladder in the shaft's back until you reach the top. From there, crouch and crawl through the ventilation shaft; follow it until you reach the grate at the end. Stay put until you get the word to move in. Wait for the guard in the doorway ahead to turn his back to you; then use the Action button to open the grate. Shoot

the guard in the back before he can turn around to fire. Wait in the vent for another guard to run into the room and blast him as well.



Shoot the guard from the vent you came through.

With the room clear, drop down from the vent. Head to the closed door to the south; press the Action button to breach it. The primary weapons cache is inside, and that means you're going to find more enemies. Using the doorway for cover, peek around the corner to the right to find your targets. Once you have an enemy in sight, drop him dead with your weapon. Keep an eye on the boxes across from your doorway for an enemy hiding behind them.

When you can't see any more enemies from the doorway, you must head into the room. Get down behind one of the pillars in the room for cover so you don't take a stray bullet. Move to the left and right of the pillars to get good shots at your attackers; shoot them all, thereby securing the weapon caches.



Good thing the pillars are in the room or you might not have any cover!

All the fighting has alerted Col. Alexander to your presence, and he tries to flee. Head for the room's west side, and order your men to the waypoint there. Follow your squad into the next room and out onto the rooftop. Col. Alexander gets away, but there are still more enemies in the area to fight before you can relax.

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Get prone at the roof's southern edge. Enemies stream in to the courtyard from trucks where you first entered the area. Stay low and shoot any bad guys who move out of hiding to shoot at you. Watch the trucks because enemies like to hide behind them. After the bad guys in the distance are toast, get any enemies on the ground below you. Throw a frag grenade against the wall ahead to the left so it drops to the ground and kills the enemy combatant down there. After you kill the last terrorist, you successfully complete the mission.



Shoot those
insurgents
before they can
duck behind
cover again.

★ GHOST TOWN ★

The trail of the Brigade leads your forces to a ruined town.

BRIEFING

Great job on that last mission. I've heard grumbling about how we let Colonel Alexander go. While we did fail to capture the elusive Colonel Alexander, the intelligence we secured was invaluable. We now understand the terrorist money trail and Alexander is cut off from further funding.

Our next mission is based on intel we got from the warehouse raid. There is an insurgent cell based some 50 clicks from the capital. The cell is set up in a compound located in a town that was destroyed by the Cretin a few years ago. Our mission is to seize the command post.

OBJECTIVES

- Secure the command center
- Recover enemy intel
- Destroy the weapons caches





★ DEPLOY! ★



The dust storm in the area makes it hard to see, so use your compass to get a better idea of where to go.

Your mission begins after the helicopter drops you off. You can't see your destination because of all the sand blowing in the air, but order your troops to move to the waypoint to the south. Going south moves you up to the top of a large hill where you must wait with the rest of your squad for further instructions. When you get the go-ahead, order Pelopidos to the waypoint ahead and follow him. Crouch down next to him behind a broken wall so the enemy patrol in the village ahead doesn't see you; wait for further orders.

When the coast is clear, use the Squad command to order your team to form up. After the rest of the team moves down the hill to join you, send them to the waypoint to the south next to building in the distance. Follow your team to the outside of the building and wait there while the other half of the team gets in position inside.



That dusty broken building is your first destination.

THE DUST IN THE AREA MAKES IT HARD TO SEE THE HELICOPTER FLYING AROUND.



YOU'RE A SOLDIER—A LITTLE DUST ISN'T GOING TO STOP YOU AND YOUR MEN FROM GETTING THE JOB DONE.



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After your team checks out the bottom floor, head inside and move to the base of the stairs to the room's left. Head up the stairs to the second floor. The ceiling and most of the walls are gone, but there is a locked door to the left with voices coming from behind it. Stand at the top of the stairs and switch to your M870 shotgun. Blast the door to open it, then back down the stairs to get out of view from the room. Once the door is open, your troops rush inside and kill the enemies they find.

Enter the room and you hear that more enemies are entering the area. Move to the south-facing window and set up your gun on the windowsill. Enemies pour into the area on the ground and start shooting at your building. Stay by the corner of the window and fire at the enemies who come into view below. Luckily you're not alone in this fight, as your fellow soldiers have joined you on the roof and are assisting you.

Stay close to the window ledge and keep your head down while fighting the enemies shooting at you.



A new threat enters on the street to the left. Some fool on the left side has brought an RPG to the party and wants to take your head off. Taking out the RPG is your first priority. After you kill anyone with an RPG, get back to fighting your average crazy gunman. After the last enemy falls dead, order your men to move to the waypoint at the bottom of the stairs. As you and your men make it to the first floor, your building is attacked again. Get down on the ground and look out the hole in the wall you used to get into the building. Drop any enemies you see outside.

After you secure the area again, order your team to move to the waypoint to the south. From there, all the squads form up for an ACE phase. After the ACE phase, have your troops move to the waypoint to the south. As you move between the building and the wall, take out the enemy troops in the distance. Move around the building and breach the door with a shotgun. There is no one inside, but there is a cache of weapons.



Take the path between the building and the wall.

Once inside the building, enemies attack you from the building you just left. Use the window ledges as you fight them off. After you kill the last one, place C4 on the weapons cache by holding the Action button. With the C4 in place, you have 15 seconds to find cover. Run out the door toward the wall and get down until you see the explosion.

With the weapons destroyed, order your men to the next waypoint through the break in the wall to the west. As soon as you cross the broken wall, you come under fire. Use the broken stone around the ground as cover while you fight off the enemy. Once the place is clear, send the troops to the waypoint to the southwest.

As you move, drop any enemies who try to stop you. As you get close to your destination, another waypoint appears to the west; send your men in that direction. From there, it's time to clear out another building. Look through the broken windows and kill everyone inside. Secure the room, then send your men in to find some prisoners, completing this phase of the mission.



Set the C4 on the weapons and get out.



Follow the waypoints around this dusty town to figure out where you need to go.



★ EXFIL. ★

Return back to the ghost town to rescue prisoners of the Brigade.

BRIEFING

Colonel Blaine is requesting authorization for our team to liberate the captives. Here is the plan. We need to continue the search for weapons caches and destroy those we find.

Then, we need to act quickly to rescue the captives—the weather is playing havoc with our aviation assets and their window of availability is limited since the storm is getting worse.

OBJECTIVES

- Destroy any weapons caches
- Rescue the prisoners
- Escort the prisoners to exfil point



THERE ARE SOME NONCOMBATANTS IN THAT DUSTY TOWN THAT NEED A RIDE OUT OF THE PLACE.



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CAUTION

This town has some swirling dust storms that make it difficult to see. Be sure you're firing at the enemies and not at your own guys.

★ DEPLOY!

As soon as the mission starts, you come under fire from the city's west. Get down on the ground to avoid taking a bullet and let your team fight them off. Eliminate the threat, then send your troops forward to the west waypoint. When your team goes around the broken wall they are met with enemy resistance.

Stay low and move around the corner to assist your team in fighting the enemy. As you do so, select the Squad command to order the other team to move up. As you fight your current enemies, more run in to join the shooting. Continue to use the stones around the area as cover until every last one of them is dead in the sand.



Use the broken stones around the area as cover from enemy fire.

After the last enemy falls, you get word that you must head for Building 15 and try to head around the town's perimeter as opposed to straight through it. As the other team heads north through town, order your men to the waypoint to the west. As you move up, you come under heavy fire from up ahead. Sprint to the low broken wall to the area's left. Get prone and crawl to the wall's right, where you can fire at the bad guys ahead of you.

When you don't see any more enemies coming at you, send your men to the next waypoint to the west. Follow them up; when the coast is clear again, send them to the next waypoint at the corner of the building ahead. Fight off the resistance you face around the corner, then send your troops to the waypoint to the north. Move ahead through the broken building with your team as they fight against more enemies.

When the area ahead is clear, order your men through the rest of the broken building and on to

the next waypoint to the north. Follow your men out into the open as they shoot enemies who get in the way. Move to the yellow star next to the door of the building in front of you. The door is locked; open it with your shotgun.



Stay low to the ground when fighting the enemy around the broken ruins of town.



There's the building you need to inspect.

Run through the now-open door and look around. As soon as you do, enemy forces converge on your location. As your team fights them off, it's your job to destroy the ammunition you find. Get close to the crate in the room until you can press the Action button to plant the C4 on the weapons cache. After you plant the C4, you have 15 seconds to reach safety. Run out the door you entered and head for the stone building to the right. After the weapons are destroyed, your progress is saved.

You get word that a convoy is headed your way and that you might have to abort the mission. Luckily you have a little time left, so get going. Move to your team and then send them east to the next waypoint. Stay close to the broken wall on your right and use the end for cover to fight the insurgents around the corner to the south. The enemy's numbers are great so it will be a long fight, but luckily your team does a pretty good job fighting them with you.



Take out the insurgents so you can reach the next building.

Lay this round of enemies to rest, then order Alpha team to move west to secure Building 17. As your team gets into position, head up the stairs to the west to reach the building's top. As you climb the stairs, watch for an enemy to run out onto the roof and a guy with a gun in the window ahead. Secure the area, then move around the building's corner and head into the open door. Inside, find and secure the first prisoner.

This prisoner tells you that another prisoner is in the building across the courtyard. As he does so, enemies move into the courtyard outside. Look out the window and assist your squad in taking them down. Use the sides of the window as cover as you fight. When the coast is clear, order your men across the courtyard.



Head up the stairs of the nearby building to check for enemies and noncombatants.

As you head down the stairs leading to the courtyard, more enemies appear in the distance. Hit the dirt and shoot them down before they can do too much damage. After the last one falls, hustle to the building to the south where the rest of your team is guarding. Head inside the open door to find the next prisoner.

The good news at finding the last prisoner is short-lived as more enemies charge your location. Your team runs outside to fight off the attackers, but you must stay inside where it's safer. Use the open door and the windows inside to look outside and shoot your attackers.

More enemies attack your position, so stay inside where you can use the structure as cover.



After the last attacker dies, head out. Order your men to move to the waypoints in the distance. Follow your squad and head for the cover of the broken wall when you come under fire from more bad guys. Move with your men to the broken wall's left and help them fire at your attacker; stay low so you don't get hit.

When the area is safe, send your squad to another waypoint toward the northeast. Run to the tall stone wall to the right; you take fire from the attackers who just entered the area ahead. When you hear that you should combine the two teams, select the Squad command to join forces to fight off your enemies. The teams form together and head out to some rocks to the north to fight the enemy. Stay close to the tall wall you're at and give them cover fire from there. After the area is enemy-free, your helicopter comes in to evacuate everyone from the area with the mission a success.



Get behind the tall wall ahead to get some cover from the attacking enemies.

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★ COLONEL ALEXANDER ★

The October Brigade's leader has retreated to his mountain lair. Bring him to justice.

BRIEFING

This is it; this is the big one. From our raid on the kidnapping ring last month, and from intelligence gathered from other units and a vast amount of legwork by the new indig units, we are confident that we have located Colonel Alexander—architect of this civil war.

Alexander has been hiding out in the mountains with a holdout, militia faction. This faction is well funded, battle hardened, and well trained—they are the elite force, the best the rebels have. As a result, this may be one of our toughest missions.

OBJECTIVES

- Remain undetected by the enemy
- Eliminate the southern guards
- Capture Col. Alexander
- Proceed to the exfil point

★ DEPLOY! ★

This mission is going to take a lot of patience and a lot of quiet if you want to succeed. It will be one of your greatest mission yet. Once the mission starts, use the Squad command to have your team take cover and form up by SFC Rosen in the trees to the west. Now it is time to secure the perimeter, so order your troops to the waypoint in the north by the large rocks.

At your destination, look toward the west to see a lone guard patrolling the area. Get on your belly and creep in close to put him down with one shot, then order your men to the waypoint to the west. If you fail to kill the guard and he gets away, you fail. Follow Rosen across a small wooden bridge and get down next to the large boulder.



Don't let that guard get away or you fail.



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At the next waypoint, you see another guard patrolling to the west. Crawl in close enough to get a good shot and then drop him. Remember that if he gets away, you fail. After he meets a bad end, send your troops to another waypoint to the west. Duck behind the large boulder because there are two guards in the camp on the boulder's other side. Creep around the boulder's right side until you can see both guards. Use the Squad command to have your troops open fire on the guards. As they do so, use your weapon to shoot them.

After the guards are worm food, order your team to the waypoint to the north next to a large boulder. Another guard patrols the hill to the rock's left; take him down with a well-placed shot. Now order your men to the waypoint in the northwest, which is on a hillside overlooking a shack with two patrolling guards. Shoot the guard who is closest to you after he moves toward the back of the shack. After he dies, take out the second guard when he gets in view.



Two guards mean double trouble for you.

When the coast is clear, order your men down the hill to the waypoint below. Move around the left of the shack to the back door and blast it open with your shotgun. Get away from the door to make sure you don't get hit by any stray bullets. Wait for one of your squad members to take care of the enemy hiding inside the shack, then enter to secure the building.

After everything is secure, exit the shack and order your troops to the waypoint to the east. Run to the point and get prone, because you find yourself on another little hill overlooking another enemy position. Use your M4 to drop the guard closest to you first. After he falls, look in the distance to the right to find your next target and drop him. With the guards dead, you can safely send your men to the waypoint inside the camp.

Use your M4 to drop the enemy resistance guarding the camp.



Inside the camp, get prone and point your gun to the east. When the guard comes to look down at the camp you're in, blast him. Crawl up to his dead body and look to the east to see another guard in the distance. Wait until he gets in range, then drop him with your M4.

With the area clear, send your men to the waypoint to the northeast. From there, head to the next point on the hillside to the south that overlooks the main camp. Once you get there, form up with your men and refill any supplies you need. When you're ready to go, send your men to the waypoint at the camp's center.



There's another camp that you need to check out.

As soon as you get into camp, you hear that a large enemy force is on the way to get you. Get down next to the barrels to the house's left and look south to intercept the first wave of bad guys. After you put them down, the first round of goons turns around; watch out for other goons approaching from different directions.

Clear the area around the house, then use the shotgun to blast open the locked door. Go inside to secure the building, then send your men to the waypoint next to the building in the southeast. As they move, more enemies approach; drop them quickly. Once the enemies are gone, blast open the building's door and go inside to secure it.

With that building secure, send your men to the next waypoint to the south next to the outhouse. No one is on the potty, so send everyone to the next waypoint at the shack to the south. There you find who you're looking for. Blast open the door with your shotgun, then go inside to get your man.

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You finally found the man you've been after.

Now that you have your prisoner, get out of there. Order your men to the waypoint to the southwest, but as you do so, look to your right and take out the enemy on the hill before he kills you with his high-powered weapons. More enemies rush in for the kill; put them down quickly. Order your men to the waypoint to the left and run with them. As soon as you reach that point, your mission is a success.



★ UNITED WE STAND ★

An attack from the remaining Brigade forces shoots down your Blackhawk over Old Town.

BRIEFING

Great job, men, but we can't break out the champagne yet. We captured Colonel Alexander but October Brigade has refused to lay down and quit. I don't know how many of you served a stint in Old Town, but the place has erupted in chaos. Capitalizing on the confusion, Pelopidos and his team have infiltrated into the middle of this mess and have located a major weapons cache.

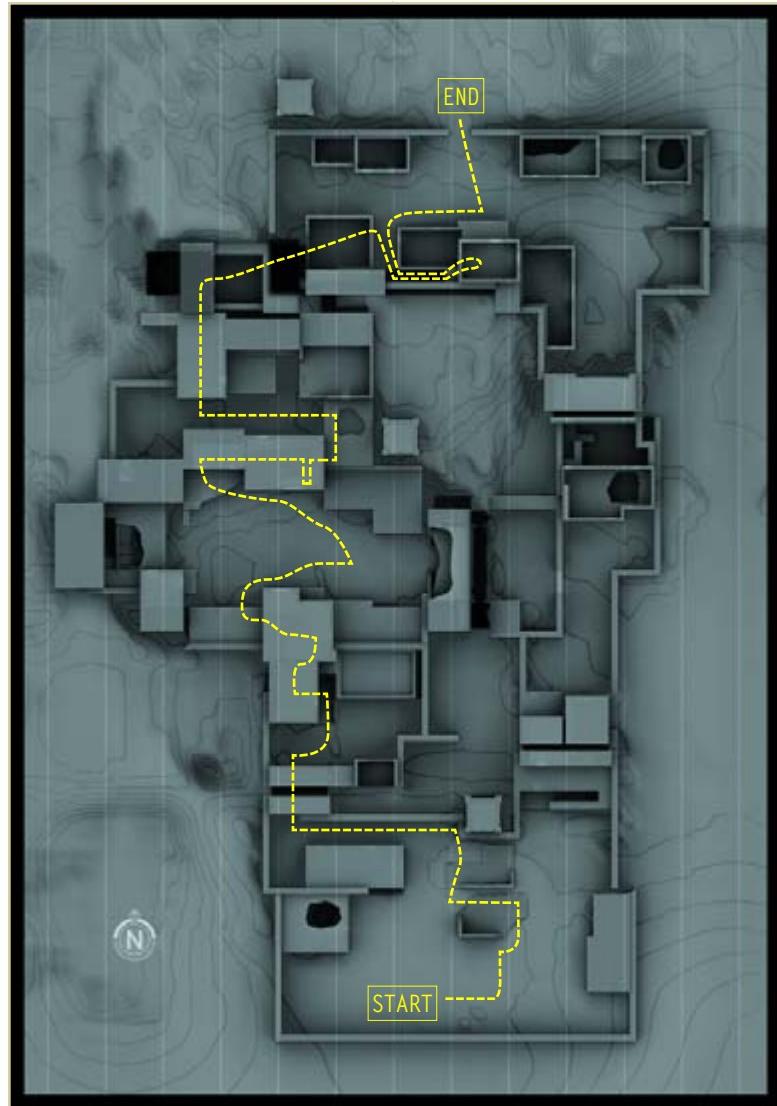
We just got a call that he needs an exfil. We're going to assist the Republic troops in containing this riot, and help get Pelopidos an exfil.

OBJECTIVES

- Link up with Pelopidos
- Get to the exfil point



YOUR HELICOPTER FLIES LOW INTO THE CITY TO PERFORM THE EXFIL.



★ DEPLOY! ★

You arrive by helicopter at the spot where you're supposed to exfil Pelopidos, but he is nowhere to be found. As the bird you're in flies low, use your gun to mow down the enemies who swarm in to shoot you down. Scan all over the ground for your targets. An enemy in one of the buildings has an RPG and sends you crashing down to earth.

After the bird you were in goes down, you can't see because there is a haze over your eyes. Time is not on your side, because enemy forces have closed in on you and your team. To make matters worse, one of your buddies is down with an injury directly in front of you and only you can save him.

Get prone to avoid getting hit by enemy fire. Once you're safely on the ground, get next to Cpt. Houser, the injured soldier in front of you. Press the Action button to heal him while you wait for your eyesight to get back to normal. After Houser is back on his feet, get down behind the chopper's tail section.



Heal the soldier in front of you while your eyesight clears up.

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Use this section of the helicopter as cover while you defend yourself against the swarm of enemy attackers. Watch the roof and drop anyone you can see. Keep shooting at your enemies until no more appear. It's not long before you get the command to prepare the chopper you were in. Crawl over to it and press the Action button. After you've successfully prepared the helicopter, move to the wall to the helicopter's north. But you can't just leave a perfectly good helicopter for your enemies to use. When you get the order, toss a frag grenade into the helicopter and get down.

Once the initial area is clear, order your men to move farther north past the wall to a waypoint. At the next wall, they meet more resistance coming out of the building beyond. Help your men shoot down the enemies who come streaming out of the building. When you get the command to fall back, order your men to move west to another waypoint where they can get more cover.



Use the walls as cover to protect yourself from all the bullets flying through the air.

Your men move along the long wall until they reach the end. Around the corner of the wall are more enemies waiting to shoot you. Order your men to move to the waypoint at the building to the north; hopefully they will take out some enemies as they go.

Run across the alleyway that your men just crossed and get next to the building with them for some cover. As your men give you some cover, follow the building west in the direction opposite the danger, toward another waypoint. At the building's end is a doorway into the building. Order your men to enter before anyone takes a stray bullet to the body.

Safely inside the building, order your men to move through the next doorway and follow them outside again. One of your guys throws a frag grenade onto the roof of the next building to take out any snipers who might be waiting to ambush you there. After the explosion, order your men against the wall of the building across the alley in front of you.

Order your men across the dangerous alley to the building across the way.



You found a door in the back of the building that can be used to escape all that gunfire.

Order your men up the stairs on the outside of the building to reach the roof. Follow them up and help them shoot down the gunman on top. With the roof clear, run into the room to the left and put down another dangerous enemy. Now the room is secure. At this point, your game is saved.

Now order your men to move into the next room to make sure it is safe. The room is clear, so your men head into the next room. Move into the room and take out the two snipers looking out the window. There isn't much in the broken room, so head down the ladder near the large hole in the floor and follow your team to the next broken room.



Keep moving, soldier. Climb down the ladder in the broken floor with the rest of your men.

Get down next to your guys and help them take down any enemies outside. When the coast is clear, send your men to the waypoint out in the courtyard. From there, continue to another waypoint to the east. As you get close to your destination, move next to the wall on the left because some angry bad guys come out of the woodwork ahead. Get prone and



take them out. As you fight, Pelopidos and his men come up behind you to back you up.

After you defeat the enemies around the building in front of you, order your men to the two waypoints back to the west. As you move, take out any resistance that gets in your way. Move to the yellow star on the wall to the right where you find yourself next to Pelopidos.



Follow the waypoints through the courtyard.

After you talk to Pelopidos, get out of the open; follow him and his men through the doorway in the building. As your men move up the ladder in the room to watch outside, move next to Pelopidos in the room's center so you can talk to him again. He is sorry for what you have gone through and gives you the RPG that shot down your helicopter so that you can repay those punks for shooting you out of the sky. For now, switch back to your rifle.

When Pelopidos is done talking, climb the ladder in the room to rejoin your men. You spot the enemy outside, and all the soldiers try to take them down. Eliminate that threat, then find the exit. Run out the door of the second floor and turn left.



Keep your men moving because you need to find an exit.

Once outside, enemies start spilling out all over the place. Quickly order your guys to move down the ladder and down the alley to the west. Follow your men down the ladder and into the alley. Get prone behind the wooden fence nearby. Take out all the enemies on the alley's other side. When those enemies are gone, order your men to the waypoint at the alley's end.

When you reach the alley's end, you get the command to clear the building to the right. Follow your men inside and then order them to move into the next room.

As your men cover the larger window, look out the door leading outside. Assist them in shooting more enemies who emerge from the building outside. Once those guys are dead, order your men to move to the building those goons just came out of.

Move up to the next building with your guys, then order them to move through the doorway in the building. As you advance, you hear how motivated Pelopidos is about ridding the area of these enemies. Move with your squad to the large room, then join your fellow American by the east doorway. From there, give a special command for your troops to move to the roof. Follow your team out the door and up the steps on the alley's other side.



Get in the side room and off the mean streets where you are more exposed.



Keep your team moving because you are one step closer to getting out of there.

Things don't get much better at the top of the stairs because enemies start to swarm the ground around your area. Move inside the building and assist your troops in shooting the bad guys outside. After a while, you get the order to move your men, so use the Squad command to have them run down the stairs you just climbed.

Follow your men as they run down the courtyard and assist them in destroying any enemies trying to stop you. After you send them to the next waypoint in the distance, an enemy chopper hovers overhead. Bring out your RPG and nail that bird with a direct hit to send it crashing back down to earth. With that helicopter out of commission, you can finally leave the city. It's sad to leave Pelopidos, but at least you know the city will be in good hands. Great job!

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MULTIPLAYER STRATEGIES

If you're ready for a real challenge, test your skills with the multiplay—people who can be just as clever and sneaky as you. To successfully play in multiplayer, you must elevate your game skills. That means first playing through all the career levels to familiarize yourself with the different weapons and fighting techniques. Then you must check out the intelligence and maps in this section. Learn every level so you can get the drop on all your enemies.



MISSION: CHASM BRIDGE



Both infantry teams must pass through a restricted corridor to reach their goals.



A North Team Spawn Point



B South Team Spawn Point

STARS OBJECTIVES



Disable Enemy Commo Truck



Disable Enemy Commo Truck

NORTH BRIEFING

There is an enemy squad and a commo truck on the bridge's far side. You will seize the bridge and secure the enemy commo truck. You must protect the friendly commo truck on the near side.

OBJECTIVES

- Protect your commo truck
- Disable enemy commo truck
- Secure south bridge tower
- Secure north bridge tower

SOUTH BRIEFING

There is an enemy squad and a commo truck on the bridge's far side. You will seize the bridge and secure the enemy commo truck. You must protect the friendly commo truck on the near side.

OBJECTIVES

- Disable enemy commo truck
- Protect your commo truck
- Secure south bridge tower
- Secure north bridge tower





★ TIPS AND TACTICS

OFFENSE/DEFENSE

- It takes forty bullets from the SAW, one shotgun blast, or one frag grenade to open a locked door.
- Watch out for 203s. Both sides have them, and since the bridge is so narrow, it's an effective strategy to fire 203s down the bridge even if you don't know your enemy's exact location.
- Vary your tactics if you keep losing. If you are eliminated at the center tower each time, try letting the enemy come to you or try using the catwalks to sneak by them.
- While up in the towers, be aware of the doors near you. Someone can easily sneak up and shoot you from behind.
- Advance together but not in a tight group; a bunched-up team is too lovely a shot for a grenadier to pass by.
- If you're Special Forces or are carrying the shotgun, breach the door that leads into the tower's top floor, nearest where you spawn. This will provide your sniper with an excellent defensive position.

★ MISSION: NIGHT LANDING STRIP ★

A night mission where both infantry teams must control their exposure to the brightly lit airfield.



A Assault Team Spawn Point
B Defense Team Spawn Point

STARS OBJECTIVES

- ★ Radio Tower
- II Hind-D
- III Air Strip

ASSAULT BRIEFING

Terrorists are running operations from a structure near a landing strip. Your team's mission is to either destroy the structure or dispose your squad as to isolate the facility and render it ineffective.

OBJECTIVES

- Destroy the radio tower
- Destroy the Hind-D
- Capture the landing strip

DEFENSE BRIEFING

Intel reports that terrorists will attempt to capture a critical facility at a flight landing strip. Your squad will defend the site and prevent enemy efforts to isolate the facility.

OBJECTIVES

- Defend the radio tower
- Defend the Hind-D
- Defend the objective



★ TIPS AND TACTICS

DEFENSE

- A sniper on the roof has a nice vantage point and is harder to hit than one on the ground. However, snipers are highly vulnerable to air strikes.
- To win, the offense only has to get the computer in the central building. Keep someone near or in the building at all times to ensure the computer's safety.

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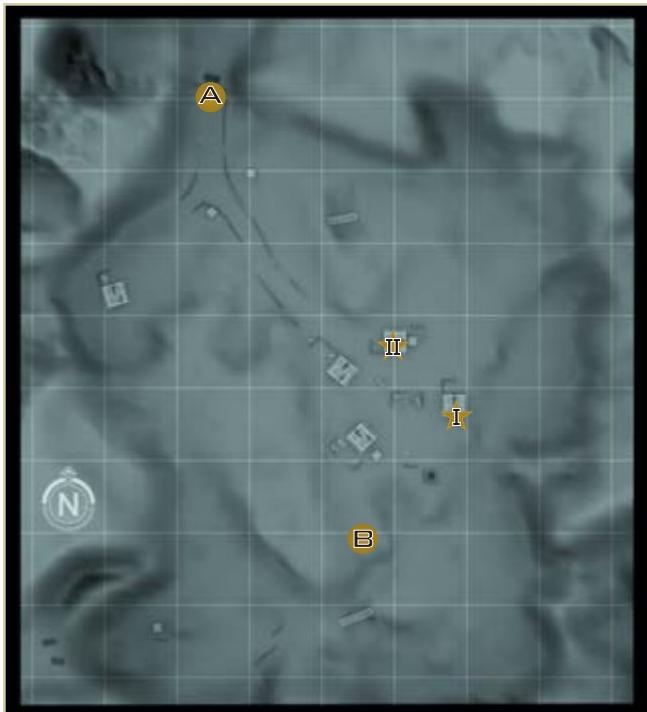
- Alternately, the offense can capture the Hind-D, the radio tower, and the hill that overlooks the area to win. Have someone watching either the Hind-D or the radio tower. It's easier to defend one objective at a time than two or three.
- If you're on the central building's roof, you probably aren't watching the area behind you. This is an easy place for the offense to sneak up on you.
- Be sure to announce to your team when you're opening a door. If someone opens a door and it's not a member of your team, it's probably an enemy capturing the objective in the central building. Announcing your intentions can potentially prevent you from being accidentally shot by your own teammate.

OFFENSE

- Your team begins scattered about; use this to your advantage and send one team to the Hind-D and one to the radio tower. The hill that overlooks the area is an easy capture for the offense, so grab this before heading to the main base if you're attempting to win by getting the computer in the central building; the extra experience can be a nice bonus. Since your teammates are all scattered, you can also trick the defense and attack from varying directions simultaneously.
- It is always best to move as a team, but be prepared for incoming air strikes, as they can make quick fodder out of a group.
- There is no one excellent sniping position for offense. Vary where you lie out and snipe.
- Suppressive fire can be very handy when dealing with people on the central building's roof.
- Sometimes a quick blitz to the central building can catch the defense off guard. Although it is risky, it can lead to a quick victory.

★ MISSION: REMOTE HEADQUARTERS ★

A night mission with limited visibility due to trees and hills.



Ⓐ Assault Team Spawn Point

Ⓑ Defense Team Spawn Point

STARS OBJECTIVES

- ★ Code Sheets
- ★ Documents

ASSAULT BRIEFING

An enemy patrol has captured a downed pilot lost over wooded terrain. You will raid their camp to rescue the prisoner and secure key documents.

OBJECTIVES

- Secure the code sheets
- Secure key documents

DEFENSE BRIEFING

Your Special Forces Team has established a patrol base in a remote forest. An indigenous forces patrol was able to transport a downed pilot to the base, and you are awaiting transport. Defend the pilot and key documents from enemy forces until reinforcements arrive.



OBJECTIVES

- Safeguard the pilot
- Safeguard key documents



★ TIPS AND TACTICS ★

DEFENSE

- Sticking to the main camp and staying inside the buildings can tip the scales in your favor on this map. In the buildings you have cover, whereas the offense must move to your position to attack, which leaves them highly vulnerable.
- The offense has night vision; most of you don't. This means they can see you before you can see them if you attempt to attack them outside the main camp.
- If you're having trouble sitting in the camp and waiting for the enemies to come to you, you can usually get behind them by flanking. This works especially well if they're expecting you to be one place and you're actually right behind them ready to attack.
- Try to determine from which directions the offense will attempt to enter the camp; then watch for them.

OFFENSE

- You have the vision advantage—most of your team has night vision goggles and the defense does not.
- If the defense is camping out in the map's center, try to sneak around the buildings. You might be able to get an enemy in the back if he thinks you're coming from a specific direction.
- Frag grenades can be a quick solution to a nasty group of squatters. Don't forget to use them.
- You must get both objectives to win on this map. One excellent strategy is to split up your two teams and attempt to capture both objectives simultaneously.
- Watch your flanks as the defense can easily get behind you if you're solely intent on capturing the camp.
- The defense expects you to come from some specific locations in regards to your starting points. Try to mix this up so you can get the drop on them from behind.

★ MISSION: MOUNTAIN FORTRESS ★

A combination of close-quarter combat and ranged battles, with fire mission support.



A Assault Team Spawn Point

B Defense Team Spawn Point

STAR OBJECTIVE

★ Upstairs Computer

ASSAULT BRIEFING

Terrorists are using an old fort as a base of operations. Their computers have data critical for intel. Raid the site and secure all the computer equipment. Leaders will have shotguns to assist in breaching.

OBJECTIVES

- Capture the upstairs computer

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DEFENSE BRIEFING

Indigenous forces have placed key operational data on computer equipment located within an old fort. Compromise of the data would cause grave harm. You will defend the site and safeguard all the computer equipment.

OBJECTIVES

- Protect the upstairs computer



★ TIPS AND TACTICS ★

DEFENSE

- You have mortar strikes, whereas the offense does not. This can be a gigantic advantage if you have a knowledgeable and patient squad leader.
- Since both teams have a sniper, everyone is equally on edge about the other team's sniper. Try to stay behind cover or move frequently to make yourself a harder target to hit. A sniper's best friend is a slow-moving enemy who always fires from the same position.
- The rooftops are a hard place from which to defend, as you are vulnerable to enemy fire. Try to stay inside the building and use the windows for a covered attack point. Beware of 203s because the windows are a prime target for the attacking grenadiers.
- Keep a man in the tunnel because enemy forces frequently use this as an easy entrance to your base. Remember to vary where you're hiding. You always know where you are, but that doesn't mean the enemy has to.
- The upstairs computer is always available for you to catch, while the downstairs one only becomes active when there are enough soldiers in the match. Check your SAM when the round starts to see if you need to defend a second computer in the basement.

OFFENSE

- The enemy has mortar fire; this can easily be your team's downfall. If you see someone with binoculars, make them your primary target. If you can't take out the enemy's squad leader, it makes the match much more difficult.
- It's usually easy for a sniper on offense to find a good spot to attack from, but move frequently because if someone sees you, they will direct a lot of fire at your position.
- The tunnel is a good sneaky way to enter the base. Beware, though; defense will often have someone defending this entrance.
- All of the fortress's doors are locked, which means you must breach them in order to enter the building. It's a quick job for someone with the shotgun or a frag grenade. You can also wait for the defense to open one of the doors; then you have an easy entrance into the building.
- Grenadiers should aim their 203s into the building via the windows, as the defense is likely to use these positions to fire at your team.
- An assault from the front is more likely to fail because the defenders can see you coming from a mile away. Instead, try to sneak into their base either through one of the back doors or the tunnel.





★ MISSION: THE FARM ★

Open fields surround the farm. Buildings provide cover for both sides.



A Assault Team Spawn Point
B Defense Team Spawn Point

STAR OBJECTIVE
★ Mortar

ASSAULT BRIEFING

The enemy has a mortar on a small farm. A squad defends the position. You will conduct a combat patrol to locate and destroy the mortar.

OBJECTIVES

- Destroy the mortar

DEFENSE BRIEFING

An enemy squad is patrolling in the sector, attempting to locate and destroy your indirect fire assets. You will establish defensive positions to protect a friendly mortar emplacement.

OBJECTIVES

- Protect the mortar



★ TIPS AND TACTICS ★

DEFENSE

- You can defend from many places. Don't get stuck in a rut—try different spots.
- You're not likely to do well if you leave your base to charge the attackers. While it's possible to flank the enemy and get behind them, it is also very difficult and often results in your untimely demise.
- To capture the objective, the offense must get into the farm's center—where they have absolutely no cover. One good strategy is to let the enemies enter the area without firing on them; after they expose themselves, unleash a barrage of fire from the buildings that surround the objective.
- When in the buildings, always check your flanks and constantly monitor all of the entrances so that the enemies don't get the drop on you.

OFFENSE

- A slow advance can trick the defenders, but this strategy also gives them enough time to set up a tight perimeter. Blitzing the objective is harder in this map due to the enemy mortar's open position.
- The defense is staring at the sun, which is behind you. This can be a huge advantage as you approach the farm because it is harder for the enemy to see you than it is for you to see them.
- Sneaking around the map's perimeter can pay off big time, especially if you can sneak past a few enemies and flank them from an unexpected location. Attacking the defense from the rear is sure to catch them off guard.
- Use the bundles of hay as cover when advancing through the fields. Bounding from cover to cover makes it more difficult for the enemy to hit you.
- Try to take control of certain buildings such as the barn. This helps in your assault, as it gives your team a well-covered position from which to fire.
- Use smoke and advance slowly. A rush isn't going to work very well here.

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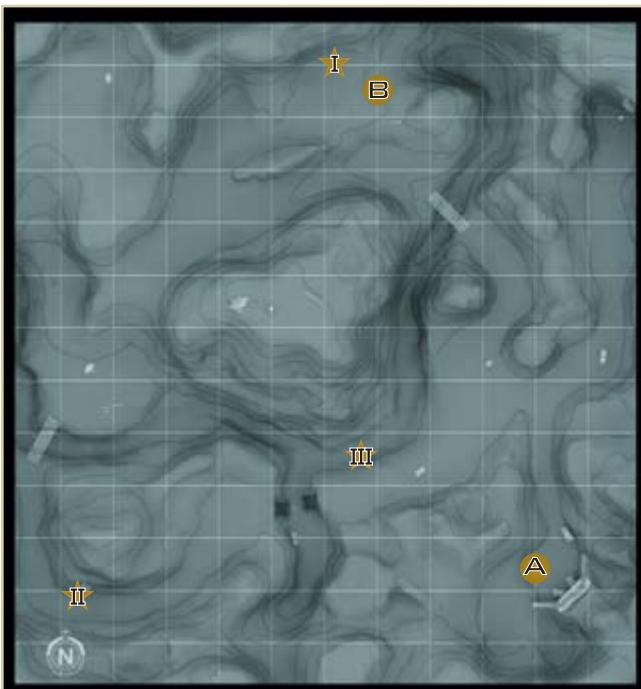
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★ MISSION: MOUNTAIN SUPPLIES ★

A hilly terrain with good visibility allows for long-range battles and tactical maneuvering.



- Ⓐ Assault Team Spawn Point
- Ⓑ Defense Team Spawn Point

STARS OBJECTIVES

- ★ Crate Alpha
- ★ Crate Charlie (Assault)
- ★★ Crate Charlie (Defense)

ASSAULT BRIEFING

A vital ammunition resupply for the 10th Mountain was blown off course, into an area controlled by loyalist factions. Your squad must secure these munitions before loyalist soldiers can take possession.

OBJECTIVES

- Secure supply crate Alpha
- Secure supply crate Charlie

DEFENSE BRIEFING

An ammunition resupply for the 10th Mountain was blown off course into an area controlled by loyalist factions. You must locate and secure these munitions before loyalist soldiers take possession.

OBJECTIVES

- Defend supply crate Alpha
- Defend supply crate Charlie



★ TIPS AND TACTICS ★

DEFENSE

- Alpha and Bravo teams are split up in this map, whereas the offense is all together. This makes it harder for defense to keep the crates safe, especially against an offensive team moving as a group.
- The crates can be anywhere in the map, often forcing both teams to think quickly when determining which to defend/capture. Making quick decisions about which crates to defend first is the key to a defensive victory.
- The defense can reach the center hill faster than the offense. This advantage can make all the difference. From the center hill, you are higher up than most of the main routes in the map, and you can see all of the points that enemies pass through.
- When a group of attackers is advancing on your position, use frag grenades or 203s to push them back. Taking out multiple enemies with your one grenade is a huge advantage for your team.
- * Use the distance between Alpha and Bravo to your advantage by having one fire team draw all of the fire from the offense while your other fire team sneaks up and attacks them from behind.
- * If you lose one or two crates, it's not over! Try to group back up and defend the last crate because the offense must capture all of the crates (or defeat your entire team) to win.

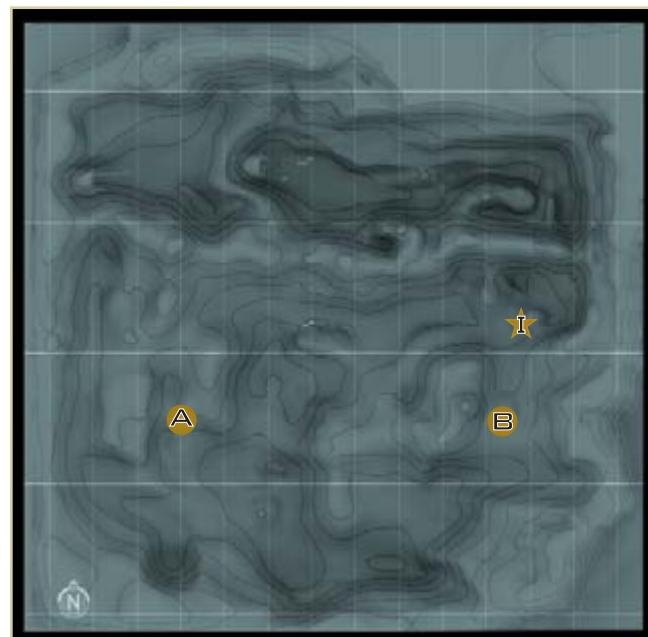


OFFENSE

- The first thing you should do is check your SAM to see where the crates are and strategize accordingly.
- This map shows the true value of moving as a team on offense, as the defense can attack at any time from nearly any angle. Try to stick with your squadmates, but not so close that you can all be taken out by one frag grenade or 203.
- You can also have your fire teams move in opposite directions, capturing the crates on opposite sides of the map and then meeting up to capture the last crate.
- Be aware of the terrain around you and determine how you could use it to your advantage.
- Remember to use 360-degree security when moving throughout the map, as enemy fire can come from almost any direction.

★ MISSION: ALPINE PASS ★

Two steep ravines funnel the squads toward a valley with the objective.



A Assault Team Spawn Point
B Defense Team Spawn Point

STARS OBJECTIVES

★ Convoy

ASSAULT BRIEFING

The terrorists have ambushed and captured a truck that contains sensitive commo gear. Your squad's mission is to assault to secure the truck and recover the commo gear.

OBJECTIVES

- Secure the disabled truck

DEFENSE BRIEFING

A truck with sensitive commo equipment was damaged during an ambush in mountainous terrain. Your squad is to locate the truck and prevent the equipment from falling into enemy hands. Hold until relieved.

OBJECTIVES

- Defend the disabled truck

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★ TIPS AND TACTICS ★

DEFENSE

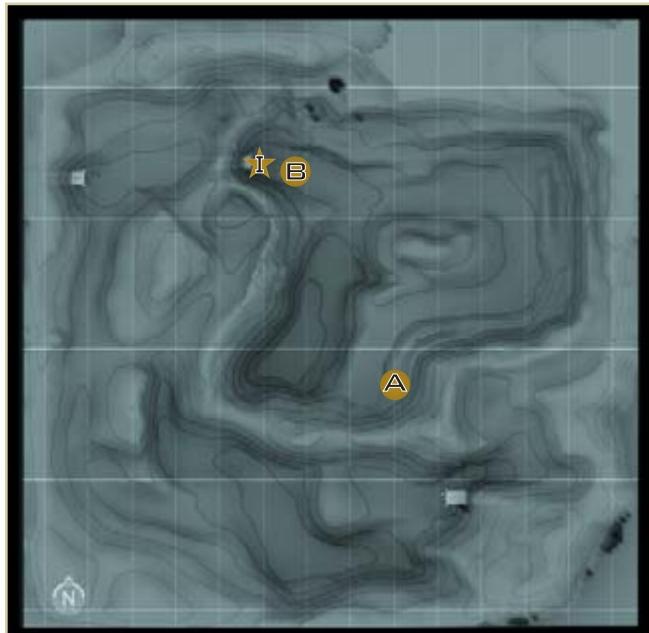
- If placed correctly, the sniper is incredibly valuable in this mission. Find some nice cover and set up your shots. Make sure your team knows where you are and watches the directions you can't see.
- While it can pay off to rush the opposition, ultimately this only works if you can quickly and reliably take out enemies. If you're alone and incapacitated on the front lines, you're not doing much to help defend the objective.
- There is a hill overlooking the objective; this height advantage can be a blessing if the offense is unaware of your position.

OFFENSE

- As the attackers, you have several different paths you could take to reach the objective. Vary the paths that you take to keep the defense on their toes. If you spread the defense out, they have an impossible time watching all areas of the map.
- If you can get up on the hill across from the objective, you can often surprise the enemy and take a few of them out from above.
- The defense's sniper has many nice sniping spots because they typically have the height advantage. Conversely, the offense does not have as many elevated positions, and their sniper must often fire from a disadvantageous location. This doesn't mean the defense's sniper is better or worse; it just means the offense's sniper must adapt to many different positions as their squad advances on the objective.

★ MISSION: HILL 2203 ★

Controlling the center hill is the key to winning this alpine conflict.



Ⓐ Assault Team Spawn Point

Ⓑ Defense Team Spawn Point

STARS OBJECTIVES

★ Convoy

ASSAULT BRIEFING

A U.S. convoy was ambushed by a loyalist Army squad. That squad is now attempting to hold the convoy until the supplies can be evacuated. You will assault to secure the convoy and recover the supplies.

OBJECTIVES

- Secure the disabled convoy

DEFENSE BRIEFING

A convoy was ambushed by a loyalist Army squad. The supplies from the convoy must not fall into enemy hands. You will defend the convoy and safeguard the supplies until a relief element arrives.

OBJECTIVES

- Defend the disabled convoy



★ TIPS AND TACTICS ★

DEFENSE

- Since you start in the valley, try to reach higher ground as soon as possible. This is accessible via the mountain's outer rim or through the center hill. While someone on the ground is just as deadly as someone high up in the trees, if you're covered, you're safer and can continue to take out enemies.
- Watch for the enemy to arrive from any direction, but beware of an assault from the top of the center hill.
- Use your grenadiers to deter the offense from attacking from an elevated position.
- Use your binoculars or sniper scope to spot the opposition before they see you, marking them on your SAM so that a teammate can take them down.

OFFENSE

- You have several ways to assault the objective from your starting position. Take the hill for a direct line of sight to the trucks and an unparalleled height advantage. You can also sneak around the edges of the hill bordering the road or the valley to get the drop on the defense.
- Watch out for enemy grenadiers, as they can keep you pinned down even if you are firing from an elevated position.
- The squad leader should use his binoculars to spot enemies so that the grenadiers have an easier time finding targets. This also works in the sniper's favor.

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★ MISSION: WETLANDS CAMP ★

This Special Forces (SF) mission is during a dark night. The camp is on an island; cover is limited.



Ⓐ East Spawn Point

Ⓑ West Spawn Point

STARS OBJECTIVES

★ Documents

EASTERN APPROACH BRIEFING

An enemy squad has a patrol base in the middle of a swamp. They are protecting key documents. Your squad will conduct a raid on the enemy position in order to seize documents critical to the conduct of future operations.

OBJECTIVES

- Secure documents

WESTERN APPROACH BRIEFING

Your squad will establish defensive positions on an island in the swamp in order to prevent enemy capture of key intelligence information. Compromise of documents will put key agents at grave risk.

OBJECTIVES

- Defend the patrol base





★ TIPS AND TACTICS

DEFENSE

- Offense has the same chance as you do of reaching the towers outside of your camp. You don't want them reaching the towers because then they'd have a height advantage.
- As a general rule, the defense has a much easier time defending when they are actually in the base. Try not to leave the base even if it means waiting for the attackers to come to you.
- If you want to leave the base to speed up the match, try flanking around the map's edges so you can get behind the offense. Be warned, though, that leaving the camp gives the offense a pretty open shot at the objective.
- When possible, try to fire from inside a tent or behind the fences. This is a good way to stay covered from enemy fire; it also helps mask your shots.

OFFENSE

- Defense has the same chance as you do of reaching the towers outside of your camp. Try to get into these towers, which give you have a height advantage. This can make a big difference in your assault on the objective.
- Make effective use of your RPG fire when moving up to the camp. The defense is probably bunched up because they are in a relatively confined space; this gives your RPG gunner a nice and easy shot. This tight position works both ways, though, so be careful when moving in a group while assaulting the camp. You don't want the enemy RPG gunner to see you as an easy shot.
- While dangerous, you can try to sneak into the base using smoke and cover. Once in the base, don't try to capture the documents by yourself because the enemy will be notified and you will be highly vulnerable. But you can do a lot of spotting for your teammates if you can remain undetected.
- One tactic is to draw a bulk of the defense's fire to one fire team while the other team sneaks into the back entrance. There are only two entrances, though, so be aware of where you're drawing fire and the position of your other team.
- Remember to use smoke both as a means of cover and as a distraction. Anything that could get the enemy to look the other way is an advantage to you.

★ MISSION: SOUTHERN EXPANSE ★

Good visibility and wide-open terrain allow an attack on the radio tower from any direction.



A Assault Team Spawn Point

B Defense Team Spawn Point

STARS OBJECTIVES

- Generator
- Payroll

ASSAULT BRIEFING

A commo facility is being used by terrorists as a headquarters to conduct operations in the area. The generator is critical to the facility's operation. You will assault the facility to disable the generator and seize the terrorist's payroll cash and any key documents.

OBJECTIVES

- Disable the generator
- Secure the payroll

DEFENSE BRIEFING

The indigenous forces are operating a radio tower. Its broadcasts are critical. The generator is the key component for the facility, and the payroll for local forces is stored in the basement. Defend the site.

OBJECTIVES

- Safeguard the generator
- Safeguard the payroll

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★ TIPS AND TACTICS ★

DEFENSE

- The two objectives your team must defend are in the map's main building. If there are enough players, a third objective becomes available in the building to the main building's north.
- You can usually see the enemy team approaching from the ruins directly across the valley from the main building. Use your mortar strikes and RPGs to take out anyone who attempts to advance from this position.
- Be careful of the enemy flanking you from either behind the building or approaching from the building to the north.
- Sometimes it's advantageous for the defense to leave the base and try to flank the attackers. This leaves you and the base vulnerable but can often catch the enemy by surprise.

OFFENSE

- The offense has several ways to approach the main building and the objectives inside. Explore these options, whether it's flanking around through the valleys or climbing up and over the hill. Each has its advantages and disadvantages.
- When attacking from the hill, your cover is limited to mainly the ruins scattered about the hill's crest. Be careful of the enemy mortar strikes and RPG fire while in this location.
- If you're on the hill, however, you can see the top of the main building. The hill can provide an excellent vantage point for RPG fire and air support on unsuspecting defenders.
- When moving through the valleys, watch the crest of any surrounding hill because any enemy who attacks from higher ground has a distinct advantage in any firefight, as you have little cover.





★ MISSION: SEARCH AND RESCUE ★

The winding alleys and connected rooms of this village lead to CQB engagements.



A Assault Team Spawn Point

B Defense Team Spawn Point

STARS OBJECTIVES

- I** Pilot
- II** Black Hawk

ASSAULT BRIEFING

A Black Hawk has made a crash landing. It is essential that the fuselage be destroyed and the onboard missiles recovered. Your team will secure the site, recover the missiles, and destroy the remains of the chopper.

OBJECTIVES

- Destroy the Black Hawk
- Rescue the pilot

DEFENSE BRIEFING

A 10th Mountain Division Black Hawk helicopter has made a crash landing. The crew has been extracted, but it is essential that the remaining fuselage and onboard missiles be secured until airlift arrives to extract the wreckage.

OBJECTIVES

- Defend the Black Hawk
- Protect the pilot



★ TIPS AND TACTICS ★

DEFENSE

- Sprint from your starting position to reach the Black Hawk a few seconds before the attackers do. These few seconds are valuable in setting up a good defense around the objective.
- The attacking forces have several different directions from which to approach the Black Hawk, but you have just as many from which to defend. Keep an eye on any possible exits, as an enemy can wander through them at any time.
- Watch out for RPG fire, both enemy and friendly. In these close quarters it's hard to know who's around the corner; if you're not careful, you could wind up badly injured.
- The pilot is on the side of the map opposite the attackers, but this doesn't mean they can't reach him quickly. Have someone protecting the pilot at all times.

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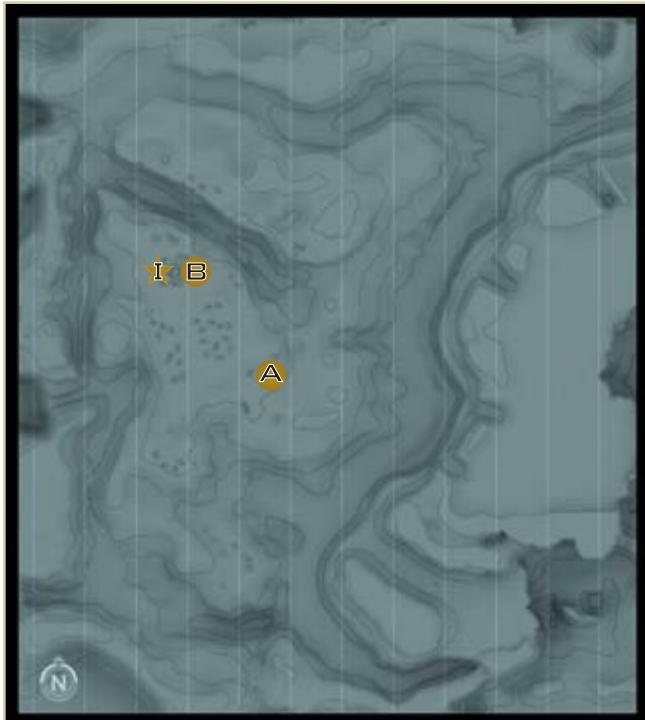
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OFFENSE

- When you start in this map, there are two main paths you can take: one on the left and one on the right. The right is a straight shot to the pilot, but there's hardly any cover against enemy fire. The left leads to a position overlooking the Black Hawk. There are other paths, however, and many lead to the same place. If you are getting defeated using the same path every time, you could probably take a more advantageous route to reach the same destination.
- You must prepare the Black Hawk before you destroy it. Toss a frag into the Black Hawk after you've prepped the helicopter!
- The defense can easily get a case of tunnel vision in these streets; use this to your advantage and sneak by unnoticed whenever you have the opportunity.

★ MISSION: EASTERN OIL FIELDS ★

A lone structure overlooks the eastern oil fields. An attack can come from any direction.



Ⓐ Assault Team Spawn Point
Ⓑ Defend Team Spawn Point

STARS OBJECTIVES
★ Cache of Explosives

ASSAULT BRIEFING

The enemy has a squad-sized element defending a structure that contains a cache of explosives. Assault and seize the structure and destroy the cache.

OBJECTIVES

- Destroy the explosives cache

DEFENSE BRIEFING

The enemy is patrolling in squad-sized elements. Your squad will defend a key structure in order to prevent enemy forces from acquiring a cache of explosives.

OBJECTIVES

- Defend the supply structure



★ TIPS AND TACTICS ★

DEFENSE

- Be careful on the building's roof. It's your best vantage point, but it also leaves you the most vulnerable to enemy fire and 203 explosions.
- An effective tactic is to have one team guard the building and the objective inside while the other team moves around the map's perimeter to flank the enemies from behind.
- Check the towers frequently because an enemy grenadier in one of the towers can be deadly.
- Be cautious of using frag grenades while inside the building—there isn't usually much room to hide from the explosion.



OFFENSE

- A good grenadier can easily keep the building's roof locked down with well-placed 203 fire; doing so makes it much easier for your team to advance on the objective.
- Always watch your flanks. If you aren't paying attention, the defenders can easily get a team out of the building and attack your team from behind in the oil fields.
- Moving as a unit through the oil fields is smart, especially since it's already hard for the defense to see your team with the oil pumps obscuring their view.
- Put a man (especially a grenadier) in one of the towers surrounding the building; the height advantage is helpful for taking out targets, and it's good for spotting enemies and letting your teammates know their location.

MISSION: ABANDONED VILLAGE

Visibility is limited in this SF mission, though open courtyards make sniping a constant danger.



- A** East Spawn Point
- B** West Spawn Point

STARS OBJECTIVES

- | | |
|------------|---------|
| I | Alpha |
| II | Bravo |
| III | Charlie |
| IV | Delta |
| V | Echo |
| VI | Foxtrot |

EASTERN APPROACH BRIEFING

There are several weapon caches located in our area of operation. Some of these caches are critical for the resupply of indigenous forces. You will protect these—the others must be destroyed to deny enemy use.

OBJECTIVES

- Destroy Objective Bravo with C4
- Destroy Objective Charlie with C4
- Destroy Objective Alpha with C4
- Safeguard container Delta
- Safeguard container Foxtrot
- Safeguard container Echo

WESTERN APPROACH BRIEFING

There are several weapon caches located in our area of operation. Some of these caches are critical for the resupply of indigenous forces. You will protect these—the others must be destroyed to deny enemy use.

OBJECTIVES

- Safeguard container Bravo
- Safeguard container Charlie
- Safeguard container Alpha
- Destroy Objective Delta with C4
- Destroy Objective Foxtrot with C4
- Destroy Objective Echo with C4



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★ TIPS AND TACTICS ★

OFFENSE/DEFENSE

- Be careful when coming around corners in this map. The sandstorm is so heavy you might mistake a teammate for an enemy, and vice versa.
- Because the sandstorm is so thick, it's possible to walk right by an enemy. Avoid this by maintaining 360-degree security.
- RPG fire can be deadly in these small ruins. Be careful of where your team is shooting and where the enemies are shooting.
- Exercise extreme caution when crossing open areas such as the one dividing the two walled areas near Objectives Foxtrot and Bravo.
- When attempting to capture Objectives Echo or Alpha, remember that you must breach the locked doors that lead to them. When trying to capture these specific objectives, make sure you have either a shotgun, a frag, or about 50 RPK bullets to spare for opening the doors.

★ MISSION: NATIONAL TUNNEL ★

Narrow corridors, confined stairwells, and dead-end tunnels lead to lethal CQB.

- Ⓐ Escape Spawn Point
- Ⓑ Secure Spawn Point

STARS OBJECTIVES

- ★ Roadway Exit
- ★ Sewer Exit

ESCAPE BRIEFING

Your squad was patrolling in National Tunnel when terrorists detonated a vehicle born improvised explosive device (VBIED), causing a partial collapse. A terrorist squad is in the area. There are two exits to the tunnel. Get your squad out.

OBJECTIVES

- Evacuate via roadway exit
- Evacuate via sewer exit

SECURE BRIEFING

Terrorists have detonated a VBIED in a highway tunnel and are attempting to escape. There are two exits to the tunnel. You have elements at both. Your squad must prevent the escape of the terrorists.

OBJECTIVES

- Prevent terrorist escape via roadway
- Prevent terrorist escape via sewer





★ TIPS AND TACTICS ★

DEFENSE

Your goal in this map is to prevent the other team from escaping the tunnel. They can escape through one of two exits: one on the map's top level through the tunnel's end or on the bottom level through a locked gate. Your Alpha team starts on the map's upper level, while your Bravo team starts on the lower level. This match has smaller numbers, so put half your teammates on Alpha and the other half on Bravo to prevent offense from picking the exit you're not currently guarding. Even though the defense is split up, they can still put up a pretty good fight if they get in a good position. If the Bravo team finds that the escaping team is always using the upper-level exit, they can follow behind the enemies and attack them from behind.

ESCAPE

As the escaping team, your goal is to try to escape through one of two exits: one on the map's top level and one on the lowest level. Your Alpha team will spawn on the map's top level in a corridor. At this point, you must decide whether to escape out the exit near the top or to go downstairs and help your Bravo team escape through the gate.

Conversely, Bravo could come up and help Alpha escape through the top if that's the route they decide to take. While a well-placed defensive team can be hard to take down, it's not impossible. Use smoke as cover and as a distraction. It's difficult to flank the defenders in this map, so you'll mainly fight head-on. Watch your back, though, as the enemy can sneak up on you.



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★ MISSION: CAPITAL WAREHOUSE ★

The warehouse's hallways, storage rooms, and air ducts lead to CQB for both sides.



A Assault Team Spawn Points
B Defense Team Spawn Points

STARS OBJECTIVES

★ Primary Weapons Cache
★ Secondary Weapons Cache

ASSAULT BRIEFING

Terrorists have hidden two caches of weapons within a warehouse complex. These caches provide critical evidence of a foreign government supporting the terrorists. Infiltrate the warehouse and photograph both caches.

OBJECTIVES

- Photograph primary cache
- Photograph secondary cache

DEFENSE BRIEFING

Terrorists are attempting to infiltrate a warehouse and photograph weapons caches for propaganda value. This could turn the population against U.S. forces. Your squad will protect the caches and deny enemy access.

OBJECTIVES

- Defend primary cache
- Defend secondary cache



★ TIPS AND TACTICS ★

DEFENSE

- The offense has several choices when entering the building, which means they can come from almost anywhere. If you're not careful, you might get a bullet in the back. Work in two- or three-man groups and spread out to cover as many of the entrances as possible.
- There are several rooms that surround the primary objective; these can be both a blessing and a curse. Use these rooms as hiding places, but watch out for enemies who use them to approach the aforementioned objective.
- Working as a team is a highly effective tactic when fighting indoors. If you watch down the hall in one direction while your buddy watches the opposite direction, you eliminate one of the paths that the enemy may approach from.

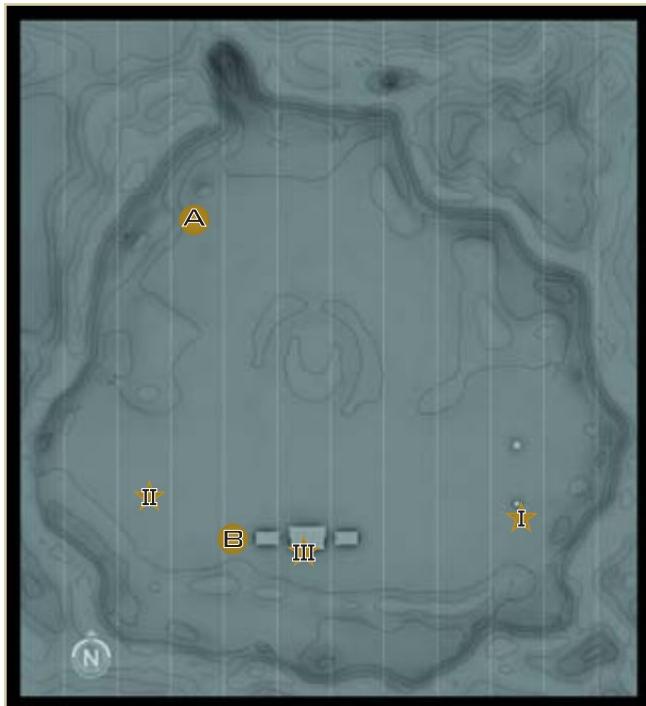
OFFENSE

- Your team has several entrance points into the building—through one of two warehouse entrances or through the shipping and receiving dock. Inside the building are even more branches you can take. If you find yourself being eliminated taking the same path over and over again, there's probably another way to reach your intended destination.
- While the ladder up the elevator shaft can lead to a very nice vantage point and an even nicer back entrance to the primary objective, you are vulnerable to any enemy above or below you when climbing the ladder.
- There are many rooms above the secondary objective in the warehouse. Make sure these rooms are clear before trying to capture the objective. If you forget, you'll be highly vulnerable to enemy fire.
- It's very easy to get behind the defenders in the building. This can be very advantageous as you can take out the enemies before they even see you.



★ MISSION: CONTRABAND ★

An SF mission where the open terrain exposes soldiers to snipers and fire missions.



A Assault Team Spawn Point

B Defense Team Spawn Point

STARS OBJECTIVES

- I** Radio Tower
- II** Hind-D
- III** Air Strip

ASSAULT BRIEFING

Terrorists are running operations from a structure near a landing strip. Your team's mission is to either destroy the structure or dispose your squad as to isolate the facility and render it ineffective.

OBJECTIVES

- Destroy the radio tower
- Destroy the Hind-D
- Capture the landing strip

DEFENSE BRIEFING

Indigenous forces have seized a key terrorist facility. The terrorists are planning a counter-attack to retake the facility. Your team will defend the site and prevent enemy efforts to isolate the facility.

OBJECTIVES

- Defend the radio tower
- Defend the Hind-D
- Defend the air strip



★ TIPS AND TACTICS ★

DEFENSE

- A sniper on the roof has a nice vantage point and is harder to hit than one on the ground. However, they are highly vulnerable to air strikes.
- The offense only has to get the computer in the central building to win. Keep someone near or in the building at all times to ensure its safety.
- Alternately, the offense can capture the Hind-D, the radio tower, and the hill that overlooks the area to win. Have someone watching either the Hind-D or the radio tower. It's easier to defend one objective at a time than two or three.
- If you're on the central building's roof, you probably aren't watching the area behind you. This is an easy place for the offense to sneak up on you.
- Be sure to announce to your team when you're opening a door. If someone opens a door and it's not a member of your team, it's probably an enemy capturing the objective in the central building. Announcing your intentions can potentially prevent you from being accidentally shot by your own teammate.

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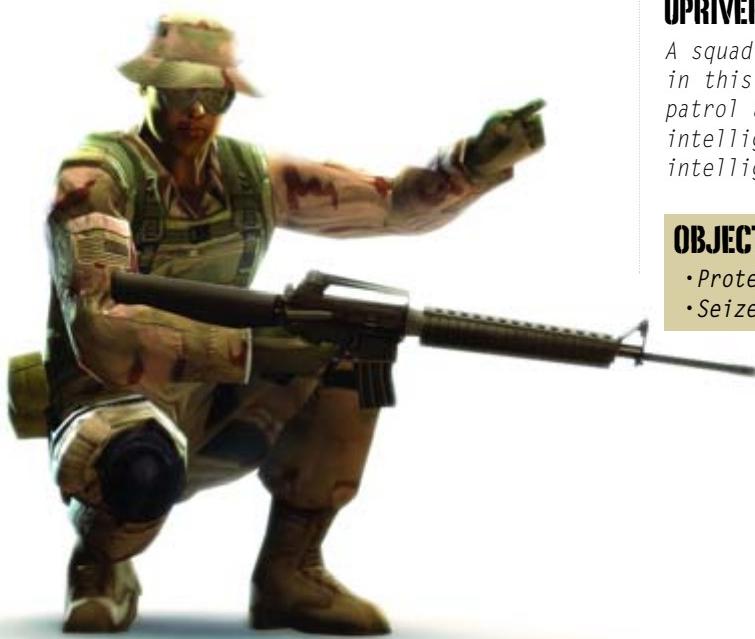
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OFFENSE

- Your team begins scattered about; use this to your advantage and send one team to the Black Hawk and one to the radio tower. The hill that overlooks the area is an easy capture for the offense, so grab this before heading to the main base if you're attempting to win by getting the computer in the central building; the extra experience can be a nice bonus. Since your teammates are all scattered, you can also trick the defense and attack from varying directions simultaneously.
- It is always best to move as a team, but be prepared for incoming air strikes because they can make quick fodder out of a group.
- There is no one excellent sniping position for offense. Vary where you lie out and snipe.
- Suppressive fire can be very handy when dealing with people on the central building's roof.
- Sometimes a quick blitz to the central building can catch the defense off guard; while this is risky, it can lead to a quick victory.



MISSION: PATROL BASE



Good visibility allows for the spotting of enemies far down the river, while rocks provide cover and concealment.



A Upriver Spawn Point
B Downriver Spawn Point

STARS OBJECTIVES

- I Upriver Patrol Base
II Downriver Patrol Base

UPRIVER BRIEFING

A squad-sized enemy force is patrolling the river in this sector. Your squad will conduct a combat patrol along the river to seize and secure enemy intelligence at the enemy patrol base. Protect key intelligence at your patrol base.

OBJECTIVES

- Protect key documents
- Seize and secure enemy intelligence



DOWNRIVER BRIEFING

A squad-sized enemy force is patrolling the river in this sector. Your squad will conduct a combat patrol along the river to seize and secure enemy intelligence at the enemy patrol base. Protect key intelligence at your patrol base.

OBJECTIVES

- Seize and secure enemy intelligence
- Protect key documents



TIPS AND TACTICS

OFFENSE/DEFENSE

- You usually want to move with your team. Moving from cover to cover and watching over your team as they move forward and vice versa is very important when advancing on your objective.
- Alpha and Bravo teams spawn in different places. The Bravo team spawns closer to the enemy objective while the Alpha team spawns closer to their own objective.
- Both teams can use air support in this map. A well-placed air strike can instantly turn the tides of combat in your favor.
- RPG fire can be very deadly in the hands of an accurate marksman. An effective strategy is to have the rest of your team draw all of the enemy's fire while the RPG shoots rockets from a different angle.
- Trying to go at it alone is the quickest way to get eliminated in this map, as there really isn't any way to sneak past the enemy forces.



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★ TESTIMONIALS

★ THE ARMY WAY

★ SPECIAL FORCES ASSESSMENT AND SELECTION COURSE (SFAS)

By Sergeant First Class Dave Hansen

The Special Forces Assessment and Selection Course (SFAS) is a 24-day course run by the USAJFKSWCS at Fort Bragg, North Carolina. The purpose of the course is to identify a soldier's trainability and suitability for service in Special Forces. The program assesses physical fitness, motivation, and ability to cope with stress. During the course, soldiers participate in several batteries of testing to determine their psychological health, physical fitness, and ability to swim. Candidates also participate in numerous events intended to challenge them physically, forcing soldiers to walk more than a hundred miles during the 24 days, carrying 60 or more pounds of equipment. At the end of the course, the records of soldiers who have not quit or been removed from the course are evaluated by a selection board to determine those soldiers who are most suitable for attendance at the Special Forces Qualification Course (SFQC).

During my assessment and selection course, five hundred soldiers began training—less than a quarter of that number remained standing in the ranks at the end of the course. While the physical demands of the course were intense, most soldiers faced a greater challenge in completing daily operations without any feedback from the cadre. For most soldiers, the lack of detailed guidance, no

evaluator input, and continuous testing focused on the mental endurance of the candidate, proved to be much more stressful than the daily physical events. The continuous psychological stress of training coupled with the daily parade of withdrawing candidates headed back to their home station placed even greater stress on the remaining soldiers to improve personal performance. My greatest challenge came two days before the end of training when other candidates participating in a team event dropped a jeep trailer, breaking my foot. In order to complete training, I had to complete two team events and rucksack march, covering nearly 40 miles, carrying over 60 pounds of equipment on a broken foot. Having such an injury greatly decreased my ability to compete with the other candidates and increased the psychological stress of those last two days. In the end, all but ten of the hundred plus candidates who completed training continued on to the Special Forces Qualification Course. Completing selection continues to be one of my greatest personal accomplishments and a source of great pride. No other course, before or since, has so thoroughly tested my personal character as it was tested in those few days.

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★ CLEARING A ROOM ★

By Major Joe Clark

The keys to success at Insurgent Camp are good communication, good teamwork, and proper room-clearing procedures. Infantry Soldiers of the 10th Mountain Division practice these vital tasks at their home station, Fort Drum, New York, and the Joint Readiness Training Center (JRTC) at Fort Polk, Louisiana. This training prepared them to be successful in these types of operation during Operations Restore Hope and Continue Hope in Somalia. Often these low-intensity operations present unique challenges to the soldier. Rules of Engagement (ROE) are strict—usually not allowing a soldier to clear a room by spraying the entire room with weapon fire.

When clearing rooms, most engagements with the enemy occur at distances less than 25 feet away. The assault happens very quickly, making communication and battle drill essential to success. The door is the point of maximum vulnerability, because this is where the enemy expects you to enter. The key is to move through the doorway quickly while using pinpoint firing accuracy. Don't use fragmentation grenades unless you meet heavy resistance—the lessened visibility increases the potential for fratricide. Stun grenades are much more effective, but don't use them every time you enter a room—establishing a pattern tips the enemy to your next move.

Ideally you would have four people on your team to provide maximum flexibility when entering a room. Three men are probably the minimum to still have a decisive advantage. Your chances of success decrease greatly with fewer men. Stack the team members outside the room, one behind the other, close enough to make physical contact. Communication is important so that each person understands his role. Each person should understand the job of every stack position so they know their teammate's role—a role they may have to fill at the next room if the teammate becomes a casualty. The first person has his weapon up at the ready while the trail team members have their weapon pointing down.

The last person in line installs explosives on the door if necessary, then takes up his position in line. As the team moves through the door, maintain physical contact. The lead soldier moves through the door, often forcing the door out of the way after a door charge. The lead soldier focuses on a sector of fire on the right half of the room, firing two rounds into each enemy soldier. The second soldier moves his weapon to the ready as he moves through the door, and he focuses on a sector

of fire to the room's left half—once again firing two shots into each enemy soldier. The key is that each lead soldier focuses on his sector of fire—narrowing the area of responsibility. Often, the lead soldier moves upright through the door and the second soldier crouches while entering so they don't interfere with each other while engaging targets in their sectors. The lead soldier hugs the wall to the right and secures the far right corner on the opposite side of the room. The second soldier hugs the wall to the left and secures the left corner on the near side of the room. The third soldier (if you have one) secures the near right corner. The last person pulls security at the door while observing down the hallway. You now occupy the key points inside the room and have good security. Repeat this process as necessary for the next room, and continue until you have cleared the entire building.

The final key is to have an overall team strategy for the larger force. For example, a building might be cleared from one end to the other from top to bottom (or vice versa). Multiple teams must maintain close communication about their locations to eliminate fratricide.

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